

'Tis all a Chequer-board of Nights

and Days

Where Destiny with Men for Pieces

Plays:

Hither and thither moves, and mates

and Slays,

And one by one back in the Closet

Lays.

THE RUBAIYAT

of

OMAR KHAYYAM

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POOL CHECKERS

or

SPANISH POOL

Scientifically Known

as

MINOR POLISH DRAUGHTS

An explanation of the different two-move openings, with many problems and traps, illustrating principles encountered while in actual cross-board play.

FOR THE BEGINNER AND THE EXPERT

Analyzed, Written, and Edited by

THEODORE P. HINES

Claimant to Title

NATIONAL CHECKER CHAMPION

at

MINOR POLISH DRAUGHTS

UNIVERSITY PLACE BOOK SHOP

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By

THEODORE P. HINES

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PREFACE

Every expert at Checkers, has, at sometime had a desire to write a book on the game, explaining the rules, offering problems to be solved, and giving an analysis on positions and games.

The author cultivated this ambition as the outcome of the National Championship Match between Dr. B. M. Rhetta, of Baltimore, Maryland and himself which was played in Washington, D. C., December 26, 1927.

On different occasions since then, he has engaged in tournaments, given demonstrations playing several boards simultaneously, and played matches with experts from different parts of the country. The writer is not aware of any National Championship Matches having taken place since the one in which he emerged victorious, 1927.

As a result of these tournaments and matches many experts, admirers, and friends finding no books anywhere on the game openings, positions, et cetera, have suggested that the writer produce a treatise which would serve as an authority for future students and players.

It is hoped that this text may become a basic model for other works to follow on the subject, and that Minor Polish Draughts will aspire to its rightful place in the checker world as the peer of the different forms and styles of that fascinating and entertaining game—Checkers.

THE AUTHOR.

INTRODUCTION

Checkers or Draughts as it is sometimes known, is claimed to be the world's most ancient game. It has been played in different forms among all civilized peoples from time immemorial. These nations have held the torch of learning for a span and then faded into oblivion while Checkers remains a favorite recreation with various strata of society in the cosmopolitan areas.

The writer has reason to believe that Checkers is no idle invention but represents the effort of certain sages or wise men of ages past to impress upon the minds of their votaries and future posterity their ideas or in brief their philosophy of the cosmos. The medium for preserving these teachings was deemed a game that would attract and interest the mind of the monarch as well as the proletariat. Hence, we have the different squares and circles which together constitute the game of Draughts.

The game is played on a board of 64 squares of alternate colors, usually Black and White, with twelve pieces to the side, making a total of twenty-four pieces.

The board represented the Universe, and the four pristine elements,—fire, air, earth, and water. The two opposite colors, were chaotic space and matter. The emphasis here was, that the Universe is governed by Law, and that this Law expressed itself in a dual role. In this phenomena of duality, there were the spiritual and material,—life and death—light and darkness—night and day—expansion and contraction, and the different things idealized as ebb and flow. To these ancients, death was neither a greater nor less a mystery than life. Both were qualities or attributes of the same substance which was worked upon by time and causation. Life and form were in constant play upon the magic squares,—the atoms and electrons of science.

Numerology or representation by numbers was one means employed by the ancients to portray ideas. In its application to the number of squares on the checkerboard, the Figure 6 added to the Number 4 produced the (10) which when separated give the (1) and the Cipher or Circle (0). The (1) represented Unity and was intended to teach that all things visible and invisible have come forth from the (One) in Whom they exist and to Whom they return. The Circle represented infinity and completion. The One had in some mysterious way expressed Itself as Many in the different animate and inanimate forms. The Infinite had become Finite, the (1) had become the (0).

The twelve pieces to each side stood for the physical and invisible aspects of the Zodiacal Signs. These symbols were closely related to the Astrology of the Ancients. An understanding of the symbols representing the Signs was supposed to throw light on the Doctrine of Involution and Evolution. All forms of life including human were supposed to be influenced in some way by one or more of these Zodiacal Signs. Life was a kind of game, played by the Divine Architect—the forces involved being Good and Evil. The natural movement of the pieces on the board is

“Forward” or “Straight Ahead,” indicating that the Natural Law of Life and Evolution points to progress.

The backward jump or movement of the pieces in Checkers taken occasionally, was designed to teach that sometimes evolution may seem to be retrogressive.

The different openings or moves which a player may elect to take in commencing the game represented Free-Will,—the faculty of every individual according to this philosophy.

The Doctrine of Fatalism giving Providence the power to foresee the end of any particular path or cycle of life was supposed to be understood in the fact that the different openings of Checkers have been analyzed by the expert and are known to be either wins, losses, or drawn games. The game was played over and over, teaching that the Form returned again and again to engage in the struggle of progress.

Such are the fundamentals of that strange teaching propounded by the ancients in some of their symbols.

THE AUTHOR.

The Numbered Checkerboard

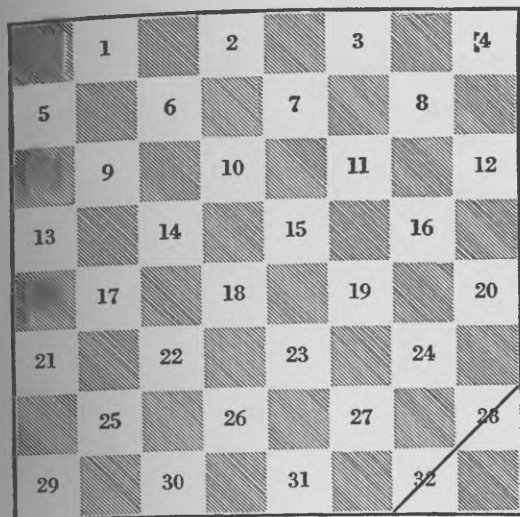


Diagram No. 1 *Double
Corner*

Fundamental Instructions

The game of Checkers is played by two persons, each using 12 pieces (technically known as Black and White men), which at the start of the game are arranged upon a board of 64 squares, of alternate colors, usually Black and White. The black pieces are invariably placed upon the lower squares from 1 to 12 while the white men occupy squares 21 to 32.

See Diagram No. 1

*Double
Corner*

Board and Men

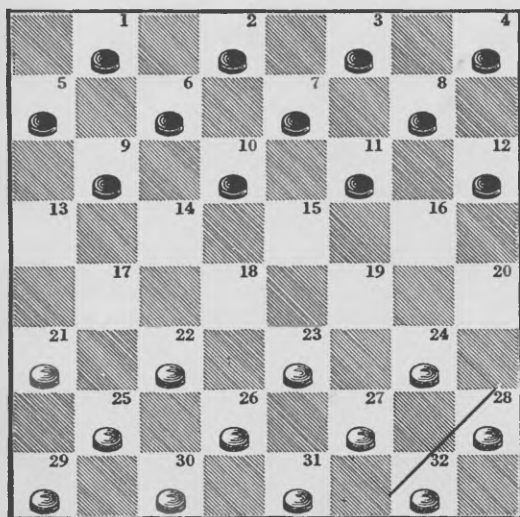


Diagram No. 2 *Double
Corner*

When playing it is necessary to remember that the Double Corner is always to the player's right.

See Diagram No. 2

The Game is usually played upon the 32 dark squares, while the light squares are used in conjunction with recording positions and games for print and subsequent analysis. A move consists of taking a checker from its square and moving it forward diagonally, either to the right or left, to an adjacent vacant square.

A piece may be captured by a single man when an opponent has a checker either directly in front or behind one of your men and the square beyond is unoccupied. The checker is removed from the board after it has been leaped over in this fashion, and is considered jumped or captured. If more than one piece is exposed to capture in this manner by thus having vacant squares immediately beyond or behind, each man leaped over must be taken from the board upon completion of the final jump. (SEE DIAGRAM NO. 3)

A king may likewise capture a piece though several squares are between it and the checker to be jumped, provided there are one or more vacant squares behind the man to be leaped over, in which event it has the prerogative of landing or stopping on any of such squares. If a piece is thus exposed on an intersecting diagonal or in event different diagonals intersect forming right angles containing pieces in the line of capture, all of these men must be taken from the board after the "compound" jumping has been completed. (SEE DIAGRAM NO. 4)

The object of the Game is to capture all of your opponent's pieces or to devise a "blockade" which if effective will leave no subsequent moves for the opposition. The strategy of the game lies in a combination of these tactics. The player should try to find a purpose in each move,—those of his opponent as well as his own.

When a player realizes that Checkers resembles in a measure the tactics of military warfare he may then be better organized psychologically to cope with the factors involved. In war two opposing forces are engaged in military combat to a decisive end. Likewise in Draughts there are two opposite sides, with resources exactly identical as the encounter commences. In battle the nature of the conflict does not necessarily hinge on the number of men actually participating, but rather centers around the generalship displayed by the military commanders which constitutes positional advantage. Similarly, then, on the checkerboard there is a proper time and place to marshal the powers of destruction determined also largely by positional advantage. Here, as on the battlefield it is possible to feint, lead or shift the attack, so as to confuse and baffle the enemy in order to force an unquestionable victory. This may be the reason why students of military science are prejudiced towards Checkers.

THE BOARD DESCRIPTION

The squares which lie alongside the board are known as side squares.

The diagonal (4-29) consisting of 8 squares is called the Great Central Line or the Main Diagonal.

The two diagonals consisting of parallel rows of 7 squares each, (1-28) and (5-32) are known as the Double Diagonal.

The rectangle of squares, composed of diagonal lines which end at the

borders are called slides. These are three in number, each consisting of 14 squares, and are as follows:

First Slide. (2-7), consisting of the double diagonal, and limited by the double corners.

Second Slide. (4-5), formed by four lines, starting on squares 2, 13, 31, and 20.

Third Slide. (6-3), formed by four lines, starting on squares 3, 21, 30, and 12.

These Slides are used principally in game endings after the checkers have been "thinned out" and traps may be formed to ensnare the pieces of the unwary.

BOOK MOVES

The book moves contained in this volume are intended to constitute an encyclopedia of information for the expert as well as the novice. The manner of recording these moves is the usual English system of enumeration, so that the student will find it unnecessary to remember an entirely arbitrary system of numbered squares. For those who desire the original numbered board for other reasons, a diagram of the same will be found in the concluding portion of the book. Before deciding to play certain openings it is advised that you go over the same in this manual, trying to visualize as much as possible the writer's purpose on certain "follow-up" moves or answers. It is then much easier to cope with the skill of an opponent in the intricacies involved.

MATCH PLAY

In tournaments or matches the expert knows beforehand various answers or "follow-up" moves to a greater number of difficult positions that may be encountered during the course of a game. The full limit of time taken occasionally at critical stages is frequently calculated to upset the mental balance of the opposition. After going over different games in the book from time to time before matches occur you will find it much easier to determine the proper answer to your opponent's moves. Take a little more time at first before making certain plays to analyze the position at hand so as to memorize it, and similar ones arising later will not require much thought.

THE STANDARD RULES

The author has modified the general rules of Checkers in the following, so that these changes may conform strictly to the laws governing Minor Polish Draughts.

1. The standard board must be of light and dark squares, not less than fourteen and one-half inches, nor more than sixteen inches across said squares.

2. The board shall be placed so that the bottom corner square on the left hand shall be Black.

3. The standard men, technically described as Black and White, must be light and dark (either red and white, or black and white, or red and black), round, and not less than one and one-eighth inch nor more than one and one-fourth inch in diameter.

4. The men shall be placed on the dark squares: the Black men invariably placed upon the real or supposed first twelve squares of the board, the White men upon the last twelve squares.

5. Each player shall play alternately with Black and White men, and lots shall be cast for the color only once. At the commencement of a match, the winner shall have the choice of taking either Black or White.

6. The first move must invariably be made by the person having the Black men.

7. At the end of five minutes (if the move has not been previously made), "Time" shall be called and if the move be not completed on the expiration of another minute, the game shall be adjudged as lost through improper delay.

8. When there is only one way of taking one or more pieces, "Time" shall be called at the end of one minute, and if the move be not completed on the expiration of another minute, the game shall be adjudged as lost through improper delay.

9. Either player is entitled, on giving intimation, to arrange his own, or his opponent's pieces properly on the squares. After the move has been made, however, if either player touch or arrange any piece without giving intimation, he shall be cautioned for the first offense, and shall forfeit the game for any subsequent act of the kind.

10. After the pieces have been arranged, if the person whose turn it is to play touch one, he must either play it or forfeit the game. When the piece is not playable, he is cautioned for the first offense and forfeits the game for any subsequent act of this kind. If any part of the playable piece be played over an angle of a square, the play must be completed in that direction.

11. A capturing play, as well as an ordinary one, is completed when the hand is withdrawn from the piece played, even though two or more pieces should have been taken.

12. Either player making a false or improper move shall instantly forfeit the game to his opponent, without another move being made.

13. The "huff" or "blow" is (before one plays his own piece) the removing from the board of any one of the adverse pieces that might or should have jumped. But the "huff" or "blow" never constitutes a play.

14. The player has the power either to "huff," compel the jump, or let the piece remain on the board, as he thinks proper.

15. A (pawn) single piece though it must move forwards on the diagonals either to the right or left, may capture backwards as well as forwards.

16. When in the process of jumping two or more pieces the checkers may not be removed from the board until the jump has been completed, and the same piece may not be leaped over more than once while making the capture.

17. A (Queen) King has the power to capture any piece or pieces on the diagonal he occupies, irrespective of the number of vacant squares between and beyond the pieces so exposed; in event there should be a piece or pieces exposed to capture on other squares upon which he could ordinarily alight by forming a right angle, such piece or pieces must be jumped, and the capturing process continued as long as there are intersecting diagonals upon which exposed checkers may be stationed.

18. When a single checker first reaches any of the squares on the extreme opposite side of the board it becomes a King, if however, the King's Row is reached by way of a "Jump" any piece or pieces exposed to capture just outside the King's Row, and on other rows or diagonals ordinarily subject to capture by the single piece in question, must be jumped. Thus when a capture carries a single piece inside the King's Row and out again (the pawn) remains a single checker.

19. When two or more "Jumps" occur at the same time, the player must take the "Jump" in which the greater number of pieces are involved. In some localities the player is forced to jump not only the greater number of pieces, but the "Greater Pieces" as well, for instance: (a King in preference to a single piece or two Kings in preference to two single pieces). The penalty for breaking this rule is the same as for the "Huff" or "Blow." Before engaging in match play it is necessary to determine whether this law of jumping the most important piece (the King in preference to a single man) shall apply.

20. When one player has three Kings and the other one, the player with the superior force is allowed 13 of his own moves to demonstrate a win, failing in this the game shall be declared drawn.

21. A draw exists when neither of the players can force a win. When one of the sides appears stronger than the other, the stronger party is required to complete the win or to show to the satisfaction of the umpire or referee at least a decided advantage over his opponent within forty of his own moves—to be counted from the point at which notice is given—failing in which he must relinquish the game as a draw. (Rule No. 20, three kings against one, is not included here, of course.)

22. Anything which may tend to annoy or distract the attention of the player is strictly forbidden—such as making sounds or signs, pointing or hovering over the board, unnecessarily delaying to move a piece touched, or smoking. Any principal so acting, after having been warned of the consequence and requested to desist, shall forfeit the game.

23. While a game is pending, neither player is permitted to leave the room without sufficient reason or obtaining the other's consent or company.

24. Any spectator giving warning, either by sign, sound, or remark, on any of the games, whether played or pending, shall be ordered from the room during the match, and play will be discontinued until such offending party retires.

25. A match between equals, wins and draws to count, shall consist of an even number of games, so that each player may have the first move the same number of times.

26. Should any dispute occur, not satisfactorily determined by the preceding laws, a written statement of the facts must be sent to a disinterested arbiter having a knowledge of the game, whose decision shall be final.

THE GAME SECTION

The game section is a necessary part of every checker book. It contains an analysis of positions and variations commonly occurring while in actual play. These positions are the openings, the middle game, and the endings.

The games herein represent individual analysis by the author on the two-move openings, and are the result of years of experience in cross-board play. Much may be gained therefore if the checker enthusiast studies the text conscientiously.

Every manual on the game is designed primarily to give the student greater self-assurance in a newly acquired skill to analyze properly. It is not deemed necessary to commit to memory, move for move, the different games that have been worked out;—it is far better to determine the purpose or motive underlying these plays, and thus the novice develops into the expert.

GAME NO. 1

9-13, 21-17

9-13	12-16	11-25	2-7	10-17
21-17-A	22-18	28-19	18-9	13-22
6-9-Var. 1	16-20	5-9	10-15	11-15
25-21-B	24-19	29-22	19-10	26-23
9-14-Var. 2	8-12	4-8	7-5	16-20
23-18-C	26-23	21-17	32-28	23-18
14-23	6-10	7-10	12-16	20-27
27-18	18-14	17-13	23-18	18-11
10-14-D	10-17	9-14	3-7	27-31
18-9	13-22	31-26	28-24	11-8
13-6	20-24	8-11	7-10	31-17
17-13	19-15	22-18	18-14	8-4
				Drawn

Variation No. 1

5-9	7-11-E	10-19	11-16	16-20
23-18	24-20	32-27	14-10	2-13
11-15	15-24	2-7	8-11	32-14
18-11	20-27	27-24	29-25	25-21
8-15	3-7	7-10	11-15	14-3
27-23	22-15	24-15	10-7	15-11
9-14	13-22	10-19	15-18	12-16
25-21	25-18	31-27	26-22	13-31
4-8	10-19	6-10	19-23	16-7
23-19	27-24	18-14	22-15	28-24
14-18	7-10	10-17	23-32	20-27
30-25	24-15	21-14	7-2	31-2
				Drawn

Variation No. 2

11-15	20-11	14-17	22-18	21-30
23-19	8-24	21-14	2-6	27-24
7-11	27-20	10-17	32-27	30-16
26-23	4-8	24-19	17-21	20-9
9-14	29-25-F	9-14	18-15	10-15
22-18	8-11	18-9	11-18	9-6
15-22	25-22	5-14	23-14	15-18
17-26	1-6	26-22	6-10	6-1
11-16	28-24	17-26	14-9	18-22
24-20	6-9	31-22	13-6	Drawn
3-7	22-18	14-17	30-25	

Notes

(A) The Edinburgh Switcher cramps the White Side in the opening moves, yet, this game may be drawn with careful play. It is a natural defensive game for White, and as such it presents an uphill game for this side.

(B) 24-20 is the only other play that can be considered here, and will not prove an efficient substitute for the move 25-21.

(C) This move is imperative, for if it is not made Black can come 5-9 and spoil White's chance for making a subsequent exchange successfully from the center of the board.

(D) 11-15 is next strongest here, followed by 18-11, and 7-16.

(E) This is the only move for Black; for if 1-5, then 17-14 wins for White, and if 18-23, then 24-20 wins for White.

(F) White can now force the crowning of a King or Queen by first moving 21-17, but Black will then be a piece ahead after killing the King by playing 7-11, and White has no alternative except to resign or face the chagrin of overwhelming defeat in the darkness of impending catastrophe.

GAME NO. 2

9-13, 22-17

9-13	14-7	10-14-D	24-19	17-22
22-17-A	11-2	24-19	9-14	20-16
13-22	20-11	15-24	25-21	22-26
25-18	8-15	20-27	8-12	16-11
6-9-Var. 1	25-22	2-7	26-22	26-31
18-14	4-8	27-24	18-25	19-16
9-18	26-23	1-5	21-30	12-19
23-14	5-9	30-25	14-18	11-7
10-17	28-24	14-18	30-25	31-22
21-14	8-11	23-14	7-10	7-2
12-16-B	24-20	9-18	27-24	19-23
24-20-Var. 2	3-8-C	22-15	10-14	2-20
2-6-Var. 3	31-26	11-18	24-20	23-26
29-25	6-10	32-27	14-17	20-27
7-10	27-24	5-9	25-21	Drawn

Variation No. 1

10-15	18-9	3-10	24-20	12-16
26-22	11-25	27-23	16-23	27-24
5-9	29-22	8-11	26-19	10-15
21-17	6-13	28-24	8-11	23-18
15-19	23-18	1-6	32-27	16-20
24-15-E	2-7	31-26	11-15	18-11
9-14	18-14	4-8	27-23	20-27
17-10	7-10	23-19	15-24	Drawn
7-14	14-7	11-16	20-27	

Variation No. 2

24-19	31-26	23-7	24-20	30-23
16-23	1-6	3-10	18-27	8-11
26-19	25-22	27-23	32-23	13-9
2-6	6-9	5-9	10-15	14-5
29-25	22-17	17-13	20-16	12-8
11-15	9-18	9-14	15-19	5-9
19-10	26-23	28-24	16-12	8-15
6-15	7-10	15-18	19-26	9-14
				Drawn

Variation No. 3

16-19	27-23	7-10	22-18	24-27
29-25	9-14	24-19	6-9	8-3
11-15	31-27	11-15	24-19	27-31
27-23-F	1-6	27-24	7-11	3-10
15-18	22-18	9-13	21-17	31-26
23-16	6-10	25-21	11-16	10-1
18-9	18-9	3-7	19-15	26-12
16-12	13-6	23-18	16-20	14-9
8-11	26-22	14-16	15-11	13-6
25-22	6-9	20-18	20-24	1-10
9-13	30-25	10-14	12-8	Drawn
32-27	10-14	18-9	9-13	
5-9	28-24	13-6	17-14	

Notes

(A) Forms the Regular Edinburgh. This opening puts Black on the defensive with the second move, yet, the game is strong for both sides. It is a drawn game when played skillfully.

(B) Some experts move 11-15 or 11-16 at this juncture. Both plays are strong and are calculated for a certain draw. The two moves are potentially strong.

(C) If 9-14, then 20-16, 11-20, 23-18, 14-23, 27-11, and White wins. It usually indicates a very limited knowledge of the game to relinquish Square No. 11 to your opponent unless you obtain from him a square of equal potency.

(D) White cannot gain here by forcing the exchange 23-18. Black retrieves the piece immediately by 2-6.

(E) If 23-16, then 11-20, and if White follows by 24-19, either 6-10 or 8-11 gives Black a very strong game developing an easy draw with careful play.

(F) This is White's strongest move for forcing a draw at the current stage of the game.

GAME NO. 3

9-13, 22-18

9-13	31-26	9-14	25-18	12-16
22-18-A	11-16	18-9	6-10	27-23
B-6-9-Var. 1	28-24	13-6	24-19	9-13
18-14	16-23	27-24	1-5	23-19
9-18	27-18	8-11	29-25	16-23
23-14	7-10	30-26	5-9	15-11
10-17	14-7	10-15	25-21	23-26
21-14	3-10	19-10	10-14	11-8
C-11-16-Var. 2	24-19	6-15	19-15	26-31
24-19-D	4-8	26-22	11-16	Drawn
16-23	32-27	2-6	23-19	
26-19	5-9	22-18	16-23	
8-11	26-23	15-22	18-27	

Variation No. 1

11-16	14-10	13-22	31-26	6-9
18-14	20-24	26-17	5-9	21-17
10-17	27-11	9-14	32-28	14-21
21-14	8-6	17-10	9-14	19-16
16-20	25-21	6-24	24-20	12-19
24-19	4-8	20-27	15-24	23-5
7-11-E	28-24	11-15	28-19	21-25
25-22	8-11	27-24	3-7	Drawn
11-16	24-20	1-6	26-23	
29-25	2-7	23-19	7-11	
6-9	22-17	7-10	30-26	

Variation No. 2

12-16	29-25	20-18	31-26	12-16
26-23	5-9	17-13	8-12	32-27
16-20	25-21	16-23	24-20	6-9
24-19	9-14	13-22	16-19	15-10
8-12	18-9	23-26	20-16	9-13
25-22	13-6	25-21	6-10	10-7
11-16	21-17	26-17	16-23	17-22
22-18	4-8	21-14	10-17	26-17
7-10	30-25	1-6	23-19	13-22
14-7	6-9	28-24	2-6	Drawn
3-10	27-24	12-16	19-15	

Notes

(A) The Edinburgh Single is strong for both sides, and although it is a defensive game for Black this side is a favorite among experts as it abounds in tricky formations.

(B) If 10-15: 26-22, 6-9, 21-17, 2-6, 25-21, 6-10, 30-25, 9-14, 18-9, 13-6, 23-19, 5-9, 27-23, 9-13, 23-18, and White threatens 19-16 on the next move. Black is forced to capture the greater number of pieces and must lose. This is a masterpiece and may be appreciated by the beginner as well as the expert.

(C) 11-15 is also good, though this move causes Black to play more of an uphill game.

(D) I usually move 25-22 here, giving Black the choice of three for three which if not taken enables White to build up a formidable position. However, the game is a draw by correct play.

(E) 8-11 is taken by the majority of experts at this point, being a quicker draw for Black if White on the next move forces the exchange 19-16, yet, irrespective of this forced exchange, or White's next move 8-11 is much safer for the novice.

GAME NO. 4

9-13, 23-18

9-13	30-26	3-7	22-17	30-16
23-18-A	9-18	25-22	6-9	5-1
6-9-Var. 1	26-23	7-11	17-13	16-30
18-14-Var. 2	1-6	23-19	9-14	1-24
10-17	23-14	5-9	32-28	30-25
21-14	6-9	27-23	4-8	13-9
9-18	31-26	11-16	23-18	11-15
22-15	9-18	24-20	16-23	24-6
11-18	26-23	8-11	18-9	8-11
26-23	18-22	28-24	23-26	9-5
2-6	25-18	9-14	9-5	11-16
23-14	7-10-B	18-9	26-30	20-11
6-9	29-25	13-6	24-19	25-4
				Drawn

Variation No. 1

5-9	19-10	12-16	18-9	15-18
24-19	7-5	18-11	5-14	20-16
11-15	25-22	16-7	29-25	18-27
18-11	8-11	22-18	11-15	31-24
8-24	26-23	7-11	27-24	3-8
28-19	6-10	31-27	15-18	25-22
4-8	27-24	1-5	30-26	8-11
22-18	5-9	27-23	18-27	22-17
9-14	24-20	2-7	24-31	11-27
18-9	11-15	32-27	10-15	17-3
10-15	23-18	9-14	26-23	Drawn

Variation No. 2

26-23	19-17	14-7	31-27	25-22
11-16	9-13	3-10	6-10	16-19
24-20	32-23	24-19	15-6	32-28
10-14	13-22	8-11	1-10	11-16
20-11	25-18	29-25	30-26	18-15
7-16	5-9	10-14	12-16	10-14
27-24-C	21-17	18-9	26-23	15-24
16-20	9-13	13-6	4-8	16-20
22-17	17-14	23-18	27-24	24-19
13-15	2-7	11-16	20-27	20-24
23-19	28-24	19-15	23-32	Drawn
20-27	7-10	16-20	8-11	

Notes

(A) Termed the Edinburgh Cross, a defensive game for White. A side need not necessarily be considered weak because it is on the defensive, but implies, nevertheless, that the proper move must be made each and every time to insure the draw which is usually there. The Edinburgh Cross is strong for either side and can be drawn by Black or White with proper play.

(B) If 13-17, Black loses by 23-19. Black cannot move 17-21, for 29-25 would follow with 21-30, then 24-20, 30-16, 20-2, and White emerges a sure winner. If Black moves 7-11 or 8-11, White moves 18-15, then 11-18 follows, 19-16, 12-19, 24-13, and White wins. If 5-9, 18-14, Black jumps and 19-16 gives White the win. If 7-10, 19-16 wins for White. Any sacrifice here by Black wins for White.

(C) White plays 27-24 for the purpose of moving 23-19, thereby forcing a backward exchange and liberating the man on Square No. 18 which up to this point has kept White's single corner side of the board out of play.

GAME NO. 5

9-13, 23-19

9-13	22-18	9-18	24-19	31-17
23-19-A	11-15	26-23	15-24	21-7
11-16-B	18-11	2-6	28-19	13-17
24-20-Var. 1	8-15	23-14	11-15	7-3
16-23	32-27	6-10	20-16-D	17-22
27-18	9-18	14-7	15-24	3-8
7-11-C	26-23	3-10	29-25	22-26
18-14	1-6	27-24	12-19	Drawn
10-17	23-14	4-8	31-27	
21-14	6-9	25-22	24-31	
6-9	30-26	8-11	25-21	

Variation No. 1

22-17-Var. 2	24-20	17-14	20-27	24-20
16-23	11-16	7-10	1-5	17-22
26-19	20-11	14-7	23-19	20-16
13-22	7-23	3-10	5-9	22-26
25-18	27-18	28-24	27-23	30-23
10-14-E	14-23	4-8	9-14	10-15
18-9	31-27	24-20	32-28	19-10
5-14	23-26	8-11	14-17	12-26
29-25	30-23	23-19	28-24	Drawn
8-11	2-7	11-15	17-26	
25-22	21-17	27-23	23-30	
6-9	9-13	15-24	13-17	

Variation No. 2

19-15	10-19	27-24	8-12	18-9
10-19	25-22	3-7	26-23	5-14
24-15	2-7	24-15	12-16	22-18
16-20	27-24	8-11	24-20	16-19
22-17	20-27	15-8	7-11	23-7
13-22	31-15	12-3	30-26	14-30
25-18	7-10	21-17	6-9	7-2
7-10	32-27	4-8	17-13	Drawn
29-25	10-19	28-24	9-14	

Notes

(A) The Edinburgh Book is weak in the opening for White due to limitation of answers to Black's strongest moves, yet, this obvious advantage is not great enough to enable Black to force a win. Therefore this game is safe for either side.

(B) This is Black's strongest answer to keep White on the defensive, though 6-9 is almost as good.

(C) 7-11 here is intended to keep White's single corner side of the board cramped. White must therefore force an exchange with the piece on Square No. 18 immediately to have an even game.

(D) 31-26 is just as good since the Black pieces have no advantage, however, it is needless to lengthen a game when a draw at best is the ultimate result.

(E) If 5-9: then 18-14, 9-18, 19-16, 12-19, 24-22, and the position is even.

GAME NO. 6

9-13, 24-19

9-13	21-14	7-11	32-28	9-18
24-19-A	9-18	31-26	15-24	22-15
11-15-Var. 1	22-15	11-18	28-19	24-27
27-24	7-14	26-22	5-9	15-11
7-11-Var. 2	26-22	8-11	20-16-E	27-31
23-18	11-18	22-8	10-15	11-8
6-9-B	22-15	4-11	19-17	13-17

18-14-C	1-6	24-20	12-19	8-3
10-17-D	24-19	6-10	29-25	17-21
19-10	3-7	25-22	19-24	Drawn
2-7	28-24	11-15	17-14	

Variation No. 1

11-16	21-14	8-11	14-7	10-14
22-17-Var. 3	6-10	24-19	11-2	28-24
13-22	29-25	10-15	26-23	14-17
25-18	10-17	19-10	4-8	24-19
5-9	25-21	6-22	31-27	17-22
18-14	2-6	26-17	2-6	19-12
9-18	21-14	1-6	27-24	22-25
23-14	7-10	17-14	6-10	Drawn
16-23	14-7	12-16	24-20	
27-18	3-10	30-26	8-11	
10-17	28-24	6-10	32-28	

Variation No. 2

8-11	12-16	10-17	3-10	14-18
23-18	21-17	21-14	27-23	24-20
6-9	13-22	9-18	4-8	15-24
18-14	25-18	27-24	26-22	22-6
9-18	16-20	20-27	5-9	24-27
24-20	29-25	32-14	28-24	6-1
15-24	2-6	11-15	9-14	27-31
22-6	25-21	31-27	30-25	Drawn
1-10	6-9	7-10	8-12	
20-27	18-14	14-7	23-19	

Variation No. 3

22-18-F	9-14	18-15	4-8	9-18
13-17	18-9	11-18	30-26	5-9
21-14	6-22	23-7	1-5	27-24
10-17	25-18	3-10	18-15	9-14
26-22	7-10	21-17	10-19	24-8
17-26	29-25	16-23	17-13	14-30
31-22	2-6	27-18	9-14	8-4
5-9	25-21	6-9	13-9	Drawn
22-17	8-11	32-27	8-11	

Notes

(A) Completes The Edinburgh Second. This game is not especially a favorite among the majority of checker enthusiasts, yet, there is no reason why it should not be played often, as there is nothing in this major opening to give either player an advantage over his antagonist. Black's first play 9-13, is naturally defensive, though White's initial move, a weak aggressive one equalizes the opening. Thus, both sides have an even chance to play towards the center of the board.

(B) This is Black's only play to save the day and now it's "Do or Die."

(C) White's next strongest is 26-23.

(D) If the jump 9-18 is taken the position may still be drawn though Black must play more cautiously to cinch the draw, being definitely on the defensive.

(E) Black has a win if 30-26, 14-17, and 22-18: then 17-22, 18-25, 10-15, 19-10, 9-14, 10-17, 13-31, and Black wins.

(F) This move places White on the defensive as Black may force the exchange 13-17 and White must move critically accurate until the end of the game, for only then is a draw obvious.

GAME NO. 7

9-13, 24-20

9-13	24-19	2-7	32-28	11-15
24-20-A	15-24	22-17	15-24	26-23
11-15	22-8	13-22	28-19	15-24
23-18	4-11	25-18	3-7	20-27
8-11	20-27	10-14	27-24	10-15
27-24-B	12-16	18-9	20-27	27-24
6-9-Var. 1	28-24	5-14	31-24	6-9
18-14	16-20	29-25	7-11	23-19
10-17	24-19	7-10	24-20	14-18
21-14	7-10	25-22	1-6	19-10
9-18	26-22	11-15	30-26	18-25
				Drawn

Variation No. 1

3-8	22-17	4-8	27-23	9-14
26-23	13-22	25-21	5-9	16-11
15-19	25-18	12-16	23-19	15-8
23-16	10-17	32-27	16-23	19-16
12-19	21-14	8-12	26-19	12-19
24-15	1-6-Var. 2	27-24	11-15	24-6
10-19	29-25	19-23	30-25	14-17
30-26	6-9	18-27	9-13	22-18
8-12	26-22	9-25	25-22	17-21
18-14-C	2-6	21-30	6-9	6-1
6-10	31-26	7-10-D	20-16	21-25
				Drawn

Variation No. 2

11-16	4-8	16-23	2-9	27-32
20-11	29-25	21-17	10-7	22-17
7-16	12-16	12-16	16-19	32-28
26-23	25-21	32-27	7-2	17-14
19-26	8-12	23-32	19-23	1-6
31-22	18-14	17-13	2-13	2-13
16-19	19-24	32-9	23-27	Drawn
14-10	28-19	13-6	13-2	

Notes

(A) The Edinburgh Lassie is an even game for either side, and, as other openings, should be played frequently to develop an all-around masterful generalship in "Cross-Board" technic.

(B) This is the first major move for White determining a definite type or style game which Black must henceforth adopt, 4-8 cannot be made, for White tosses two pieces and lands in the King's Row. The other three moves are 5-9, 6-9, and 3-8. Of these, 3-8 is the most aggressive for Black, yet 6-9 is more skillful in actual play. With this move White goes 18-14, and eventually winds up by 24-19, getting an even exchange, and securing a safe draw.

(C) 21-17, cannot be made for Black would then move 11-15, winding up with 2-7, and winning, after the sacrifice, 19-24.

(D) Try to have as few a number of your own pieces opposing any combination of your opponent's as possible when this may be done without an indication of weakness to the position in question.

GAME NO. 8

9-14, 22-17

9-14	17-13	10-19	13-6	14-18
22-17-A	15-24	23-16	2-9	26-23
11-16	27-11	12-19	29-25	19-17
B-24-19-Var. 1	7-16	22-17	9-14	21-23
8-11-Var. 2	28-24	5-9	31-27	Drawn
25-22	16-19	17-10	4-8	
11-15	24-15	6-15	25-22-C	

Variation No. 1

25-22	9-14	27-18	8-11	24-15
16-19	29-25	15-22	25-22	7-10
24-15	7-10	17-26	18-25	13-9
10-19	25-21	10-14	21-30	10-26
17-10	3-7	31-27	11-15	9-2
6-15	22-17	1-6	28-24	26-31
23-16	7-11	27-24	12-16	2-20
12-19	26-22	4-8	26-23	31-22
21-17-D	8-12	24-15	2-7	Drawn
5-9	22-18	11-18	32-28	
17-13	14-23	30-25	15-19	

Variation No. 2

16-20	30-26	20-11	26-22	9-13
25-22	13-22	27-23	4-8	18-14
8-11	26-17	2-6	25-21	13-22
19-16	5-9	28-24	10-14	14-16
12-19	29-25	6-15	22-18	22-25
23-16	9-13	23-19	7-10	16-11
6-9-E	17-14	15-18	18-9	8-15

22-18-F	10-17	14-23	13-6	19-10
14-23	21-14	1-6	21-17	25-29
26-19	11-15	31-26	6-9	10-6
9-13	19-10	6-10	23-18	Drawn

Notes

(A) The Double Regular is a safe game for either side and should be played often for the general improvement of your checker mastery.

(B) 24-20 is also a strong play. Black's natural move at this point would be 16-19 thereby putting White on the defensive; 17-13, however, played as soon as possible gives White a strong defensive game. It is to be remembered that the player who learns how to develop a safe defensive game need have no fear from any quarter among the experts at the art.

(C) This move discloses the trap initiated by the move 21-17.

(D) Players usually go 22-17 here which as a rule causes Black's natural reply, 5-9.

(E) 4-8 is safe for Black but the text play is more on the nature of an attacking move.

(F) If 17-13, then 11-15, 13-6, and 20-11 wins for Black.

GAME NO. 9

9-14, 22-18

9-14	8-11	7-11	13-22	8-11
22-18-A	25-22	25-22	30-26	21-17
6-9	11-16	11-15	16-19	11-15
24-19-Var. 1	20-11	23-18	26-17	9-6
B-11-15-Var. 2	7-16	15-19	19-23	2-9
18-11	22-17	31-27	14-10	10-7
8-24	13-22	5-9	3-8	15-18
28-19	26-17	27-23	17-13	17-14
9-13	10-15	19-26	12-16	23-27
27-24	19-10	22-31	13-9	31-22
4-8	14-7	9-13	16-19	9-25
24-20	29-25	18-14	32-28	Drawn

Variation No. 1

24-20-C	16-20	28-24	1-5	24-19
9-13-D	26-23	9-13	18-9	26-31
18-9	12-16	24-20	5-14	19-15
13-6	18-14	2-6	32-28	17-21
21-17	10-17	31-27	3-8	16-12
5-9-E	13-22	6-9	30-25	21-30
17-13	16-19	27-24	14-17	12-3
11-16	23-16	8-12	21-16	Drawn
20-11	20-11	25-21	12-26	
7-16	27-23	9-14	20-16	
23-18	6-10	22-18	13-17	

Variation No. 2

9-13	18-14	7-11	24-20	19-26
18-9	9-18	29-25	16-19	30-7
13-6	23-14	11-15	14-10	2-11
25-22	16-23	18-11	15-18	Drawn
5-9	27-18	8-15	10-7	
22-18	10-17	28-24	3-10	
11-16	21-14	12-16	26-23	

Notes

(A) In the Double Single Opening, Black has slightly the better of the game, yet, this advantage is negligible, for no win may be forced if White takes the strongest answers.

(B) Players often go 9-13 here to affect the backward jump. Thus is Black enabled to initiate the groundwork for a strong defensive game. As to style of play experts may be classified defensive and offensive. The master of the game, however, generally takes the initiative as more games are won by the one possessing the attack.

(C) 25-22, at a casual glance may seem the logical reply but with it Black can go 10-15, thus limiting and determining as well White's scope of action.

(D) Black's next strongest alternative is 11-16, but attacking White's strong center at this stage would bring immediate pressure on a weakened double corner.

(E) Ordinarily 11-15 would be proper here, but White can now swap by moving 20-16 thereby pushing a spearhead into Black's left flank, as it were, forcing the first player to concentrate on a special type of game.

GAME NO. 10

9-14, 23-18

9-14	18-11	16-19	23-16	3-17
23-18-A	8-15	24-15	9-18	27-23
14-23	22-17-Var. 2	10-19	31-27	17-22
27-18-B	13-22	23-16	5-9	26-17
5-9	25-11	12-19	17-14	13-22
32-27	7-16	17-14	9-13	23-19
C-1-5-Var. 1	21-17	8-11	14-23	22-25
26-23	4-8	21-17	15-18	19-15
9-13	29-25	11-15	23-14	25-29
30-26	2-7	27-23	7-11	15-10
11-15	25-21	6-9	16-7	Drawn

Variation No. 1

11-16	14-9	2-7	30-26	1-10
26-23	4-8	22-17	16-20	5-1
9-13	9-5	13-22	17-13	10-15
30-26	11-16	26-17	10-15	1-19
16-19	22-18	10-15	26-22	22-25

23-16	8-12	29-25	6-10	19-15
12-19	18-14	15-18	22-18	25-30
24-15	7-10	25-22	15-22	15-18
10-19	14-7	18-25	27-24	12-16
18-14	3-10	21-30	20-27	13-9
8-11	25-22	7-10	31-6	16-20
				Drawn

Variation No. 2

23-18	28-19	22-18	10-7	31-22
7-11	11-16	2-6	15-24	9-14
18-14-D	27-23	18-14	7-2	2-7
10-17	6-10	10-17	16-19	24-28
21-14	14-7	21-14	23-16	7-21
4-8	3-10	6-9	12-19	28-32
24-19	25-21	14-10	26-23	Drawn
15-24	8-11	11-15	19-26	

Notes

(A) Forms the Double Corner Kelso. In favor of the first player due to White's weakened double corner. With very careful play White can draw against Black's strongest moves.

(B) 26-19 is very weak and cannot be considered even a good defensive move here although some experts are able to occasionally force a difficult draw through its ramifications which are few in draw possibilities.

(C) 10-15 is often the reply at this point. If White responds with 21-17 which ordinarily would be the proper play, Black retaliates with 9-14, sacrificing two pieces, in order to move 11-15 to crown and win with the three piece shot.

(D) 21-17 loses immediately for White: 11-16, 18-20, 12-16, 20-11, 2-7, 11-9, 5-32, and Black wins.

GAME NO. 11

9-14, 23-19

9-14	25-22	11-16	27-24	17-21
23-19-A	11-16-B	26-23	19-23	18-15
11-16-Var's. 1&2	30-26	3-7	18-27	21-25
22-17	9-13	31-26	16-20	15-10
16-23	18-9	6-9	24-19	25-30
27-9	13-6	13-6	6-10	10-6
6-22	23-18	2-9	26-22	30-16
25-18	4-8	19-15	10-14	6-2
5-9	21-17	1-6	27-23	16-20
29-25	8-11	27-24	9-13	32-27
8-11	17-14	20-27	22-18	20-31
32-27	10-17	23-32	14-17	2-11
10-14	22-13	7-10	28-24	Drawn
26-23	16-20	32-27	20-27	
7-10	24-19	10-19	23-32	

Variation No. 1

5-9	27-18	8-11	18-9	12-16
22-17	10-14	30-26	5-14	27-24
9-13	18-9	3-7	26-23	6-9
24-20	13-6	23-19	2-6	24-20-C
13-22	25-22	7-10	24-20	16-19
25-9	8-11	26-23	15-24	23-16
6-13	26-23	6-9	28-19	9-13
29-25	11-15	23-18	11-15	16-11
11-16	28-24	1-5	22-17	13-22
20-11	4-8	31-26	15-24	Drawn
7-23	32-28	9-14	20-27	

Variation No. 2

11-15	29-25	14-23	18-11	7-10
27-23	8-11	27-18	3-8	32-27
7-11	25-22	10-14	13-6	10-15
24-20	6-9	31-27	1-10	18-11
15-24	28-24	14-23	11-7	8-15
20-27	11-16	27-18	10-3	27-23
11-15	24-20	2-7	26-23	4-8
22-18	16-19	21-17	19-23	20-16
15-22	23-16	7-10	30-23	8-12
25-9	12-19	17-13	3-7	23-19
5-14	22-18	10-15	23-18	15-24
				16-11
				Drawn

Notes

(A) The Double Corner Book opening is dull and unimpressive as there is not much chance for brilliant plays. It is about evenly balanced for both sides.

(B) 12-16 is as good as 11-16 at this point in the game, containing in fact, more possibilities than the latter.

(C) If 24-19: 10-15, 19-12, 15-18, 17-10, 18-27, and game remains only a draw.

GAME NO. 12

9-14, 23-19, 11-15, 22-17

9-14	8-15	17-21	10-15	23-27
23-19	24-19-B	26-23	19-10	18-15
11-15	15-24	3-8	6-15	11-9
22-17-A	28-19	27-24	18-14	20-4
7-11-Var. 1	2-7	8-11-D	12-16	21-14
25-22-Var. 2	31-27	32-28	22-17	13-6
11-16	14-17	7-10	15-19	1-10
17-13	21-14	24-20	25-22-E	4-29
16-23	10-17	4-8	19-23	Drawn
27-11	29-25-C	23-18	22-18	

Variation No. 1

8-11	8-15	15-24	5-9	26-17
25-22	23-19	32-28	31-27	21-16
11-16	15-24	6-15	2-7	9-14
24-20	28-19	28-10	27-23	18-9
16-23	4-8	2-6	7-11	5-14
27-11	30-26	10-7	29-25	16-11
7-16	8-11	11-2	1-5	14-18
20-11	26-23	23-19	19-16	11-7
3-8	10-15	6-10	12-26	18-23
26-23	17-10	22-18	25-22	Drawn

Variation No. 2

17-13	17-14-F	31-27	23-19	24-19
11-16	10-17	8-11	15-24	11-16
24-20	13-22	22-18	28-19	12-8
16-23	12-16	14-23	10-14	16-23
27-11	20-11	27-18	19-16	8-4
8-15	19-24	3-8	4-8	23-27
25-22	26-19	30-26	16-12	4-22
14-18	24-8	11-15	8-11	27-32
22-17	21-17	18-11	32-27	Drawn
15-19	5-9	8-15	14-18	
29-25	17-13	26-23	27-24	
18-23	9-14	6-10	2-6	

Notes

(A) This opening is played frequently and is, as a matter of fact a favorite with certain players. It is an even game when the strongest moves are taken and contains its share of traps and intricate positions.

(B) 24-20 is strong for White and should be followed up with 22-17. This position gives the second player a strong defensive game against which Black must move with care and caution. Nearly all of the experts at the game move 24-20 here.

(C) 22-18 is not good and draws for White. Black replies with 12-16, forcing White to jump 19-12. 3-8 follows, compelling the capture of the Greater Number of Pieces (12-10).

(D) White still cannot move the piece on Square No. 22 as long as Black remains poised to sacrifice 12-16, to follow-up with 4-8 completing the trap.

(E) 13-9 looks good for White on casual observation but a deeper scrutiny shows this play to be very weak.

(F) 17-14 is best here, and while 20-16 looks good for the moment, when analyzed, is found to lead to complications, perhaps, not fatal, but hardly termed desirable.

GAME NO. 13

9-14, 24-19

9-14	18-9	11-15	22-18	3-7
24-19-A	6-13	27-23	10-14	25-21
11-15-Var. 1	27-20	7-10	30-25	6-9

22-18-Var. 2	4-8	32-28	2-7	21-17
15-24-B	31-27	1-5	19-15	9-13
18-9	8-11	29-25	9-13	18-14
5-14	27-24	5-9	15-8	13-22
28-19	10-14	25-22	12-3	16-11
8-11-C	23-18	3-8	18-9	7-16
26-22	14-23	24-19	13-6	14-7
11-15	21-17	15-24	23-18	Drawn
22-18	13-22	28-19	7-10	
15-24	25-27	8-11	20-16	

Variation No. 1

11-16	27-18	4-8	25-22	9-14
22-18	7-11	22-18	10-15	10-17
6-9	25-22	8-11	23-18	11-15
26-22	11-15	31-27	15-19	23-18
9-13	18-11	6-10	18-14	15-22
18-9	8-15	27-23	3-7	17-26
13-6	28-24	10-14	22-17-D	16-19
22-17	12-16	18-9	12-16	13-9
5-9	14-10	11-15	27-23	19-24
17-14	16-19	19-10	19-26	9-6
9-18	24-20	7-5	30-23	24-27
23-14	2-7	32-27	7-11	Drawn
10-17	20-16	1-6	14-10	
21-14	19-12	29-25	5-9	
16-23	10-19	6-10	17-13	

Variation No. 2

27-24	27-24	26-22	32-27	22-18
8-11	11-15-E	2-7	16-19	5-9
24-20	22-18	22-17	23-16	17-13
15-24	15-22	9-13	12-19	10-14
20-27	25-9	30-25	27-23	13-6
4-8	5-14	13-22	19-26	14-23
28-24	24-20	25-9	31-22	6-2
11-16	6-9	10-15	3-7	Drawn
24-19	20-11	19-10	21-17	
8-11	7-16	7-5	7-10	

Notes

(A) Completes the Double Second, a safe game for either Black or White. The opening moves are identical and neither side may force the other to take the defensive.

(B) 15-22 is good, yet, 15-24 is slightly better for Black.

(C) 7-11 followed by 11-15 is strong leading to a fine game for Black.

(D) 22-18 looks like a better play for White but upon close analysis it is obvious that a drawn game is also the inevitable result if this move is taken.

(E) This is the best move for Black as 16-20 cannot be made for apparent reasons. White is trying to tie up Black's Single Corner.

GAME NO. 14

9-14, 24-20

9-14	10-19	1-6	10-14	15-24
24-20-A	17-10	28-24	18-15	20-27
11-16-Var. 1	6-15	3-7	9-13	11-15
20-11	25-22	29-25	24-20	26-23
7-16-B	9-14	15-18	8-11	14-17
22-17-C	22-17	32-27	15-8	23-18
16-19	2-7	14-17	4-11	17-26
23-16	17-10	21-14	25-22	18-11
12-19	7-14	18-9	11-15	Drawn
27-24-D	26-23	23-18	27-23	
5-9	19-26	6-10	7-11	
24-15	30-23	31-26	23-19	

Variation No. 1

11-15	6-10	19-26	10-14	14-17
22-18	21-14	30-21	24-19	12-8
15-22	10-17	7-10	5-9	17-19
25-9	23-19	27-23	13-6	8-4
5-14	8-11	4-8	2-9	19-23
29-25	19-15	28-24	31-26	4-22
14-17-Var. 2	11-18	1-5	9-13	3-8
21-14	20-16	21-17	26-22	22-4
10-17	12-19	8-11	11-16	23-26
25-21	26-23	17-13	19-12	Drawn

Variation No. 2

8-11	1-5	10-14	4-8	18-23
25-22	18-9	18-9	31-26	5-1
6-9	5-14	6-13	8-11	22-26
28-24	26-22	22-18	26-22	32-27
9-13	3-7-E	2-6	11-15	23-32
24-19	23-18	18-14	22-17	30-23
11-16	16-23	13-17	13-22	32-18
20-11	18-9	14-9	14-9	Drawn
7-16	13-6	6-13	15-18	
22-18	27-18	21-14	9-5	

Notes

(A) Forms the Double Lassie. This is an even game for both sides, and as such should be drawn without a deal of difficulty. It is necessary to bear in mind at all times that all book openings may be drawn provided the correct play is made to each preceding move.

(B) The average player jumps 8-15 at this stage rather than to the side of the board. Playing towards the center substantially develops the offensive or aggressive type game, while playing towards the sides has a tendency to produce a defensive style for the player who persists in this manner of moving. The defensive game is not to be discredited or con-

sidered weak, however, but while usually requiring more expert knowledge of the principles to draw, is essentially the game of the "Master at Checkers," and brings the starch out of the novitiate, as it were.

(C) 22-18 is not good here in the face of White's next anticipated play 16-19.

(D) 25-22 is safe for White but encourages the development of a more defensive type game for the second player.

(E) If 4-8, then White wins immediately by a stroke: 22-17, 13-22, 23-18, 22-24, 27-4 and White wins.

GAME NO. 15

10-14, 22-17

10-14	16-19	19-26	6-9	8-11
22-17-A	22-17	30-23	23-19	27-23
11-16-Var. 1	2-6	5-9	8-11	11-16
17-10	17-10	29-25	27-23	19-12
6-15	6-15	9-14	7-10	20-24
23-19	21-17	25-22	32-28	12-8
16-23	1-6	1-6	4-8	24-28
26-10	17-13	28-24	28-24	8-4
7-14	6-10	3-7	14-17	28-32
25-22	13-6	24-19	22-15	Drawn
12-16	10-1	15-24	11-20	
24-20	27-23	20-27	31-27	

Variation No. 1

7-10	9-18	7-16	10-14	7-10
17-13	27-23	25-22	25-22	31-27
3-7	18-27	4-8	2-6	10-19
B-23-19-Var. 2	32-23	22-17	27-24	27-23
11-16	10-14	5-9	15-18	19-26
26-23	23-18	17-10	22-15	30-23
8-11	16-23	6-15	16-19	Drawn
24-20-Var. 3	18-27	13-6	15-10	
14-18	11-16	1-10	14-7	
23-14	20-11	29-25	24-15	

Variation No. 2

24-19	25-22	9-6	27-23	20-9
11-16-C	18-25	10-14	9-13	10-14
28-24	29-22	6-2	18-14	9-18
14-18	7-10	8-11	1-6	8-11
23-14	22-17	2-16	28-24	18-14
9-18	10-15	20-11	4-8	11-15
26-23-D	17-10	24-20	24-19	14-9
10-14	15-6	11-15	6-10	15-18
30-26	21-17	19-10	14-9	31-26
16-20-Var. 4	6-10	14-7	13-6	12-16
32-28	17-13	23-18	22-17	9-6

6-9	9-14	17-21	21-14	16-19
13-6	13-9	26-22	23-18	Drawn
2-9	14-17	5-9	14-16	

Variation No. 3

31-26	22-18-F	21-17	22-18	18-9
11-15-E	8-11	5-9	1-5	13-6
26-22	29-25	17-14	21-17	15-11
15-18	11-15	10-17	13-22	7-23
22-15	18-11	13-15	18-25	27-18
16-20	16-7	9-13	9-13	20-27
15-11	30-26	26-22	25-22	32-23
7-16	14-18	6-9	6-9	6-10
25-22	23-14	25-21	22-18	23-19
4-8	9-18	2-6	9-14	Drawn

Variation No. 4

6-9	29-22	9-13	32-28	5-14
13-6	7-11	18-9	11-16	19-15
2-9	22-18	5-14	22-18	16-19
25-22	16-20	31-26	13-17	23-16
18-25	26-22	1-5	18-9	20-18
				Black wins.

Notes

(A) Forms the Denny Regular. This opening is unpopular as Black is unquestionably cramped from the first move. The opening though, is not weak for Black and there are possible wins for this side if White exerts too much pressure, as is the case in Variation No. 4.

(B) 24-20 is good and leads to a strong game for White. The best answers follows: 11-15, 25-22, 14-18, 23-14, 9-25, 29-22, 5-9, 27-24, 9-14, 22-17, 7-11, 26-23, 15-18, 23-19, 11-15, 31-27, 8-11, 27-23, 18-27, 24-31, 15-24, 20-27, 11-15, 28-24, 6-9, 13-6, 2-9, 17-13, 1-5, 13-6, 10-1, 31-26, 5-9, Drawn.

(C) 11-15 leads to a loss for Black. White moves 28-24 and the Black pieces are tied up in a few moves or a forced sacrifice is the choice, either alternative resulting in a loss for Black.

(D) If 21-17, then 16-23: 26-19, 8-11, 31-26, 4-8, 26-23, 11-15, 23-14, 6-9, 13-6, 2-18, 25-21, 1-6, 17-13, 5-9, 30-26, 8-11, 26-23, 18-22, 21-17, 22-25, 29-22, 9-14, 22-18, 15-22, 17-26, 11-15, 32-28, 7-11, 26-22, 11-16, 24-20, 15-31, 20-11, 31-17, 13-22, 6-9, 28-24, 9-13, 22-18, 14-17, 18-14, 17-22, 14-7, 22-25, 7-2, 25-29, 11-7, 29-11, 7-16, 12-26, Drawn.

(E) This is Black's only move to retain a strong game. If 16-20, then White moves 19-16, forcing an exchange and winning.

(F) If 22-17, Black would be virtually forced to go 10-15, immediately; then 19-10, of course would be the proper play, but if White

tries to steal, and jumps 17-10, Black wins by moving 15-18. The moves follow: 23-14, 16-23, 27-18, 6-22, 13-6, 1-17, 21-14, 20-27, 32-23, 22-26, and Black wins.

GAME NO. 16

10-14, 22-18

10-14	20-11	5-14	22-18	14-21
22-18-A	8-15	22-18	6-9	32-27
6-10-Var. 1	23-19	14-23	13-6	13-17
24-20-B	7-11	26-28	2-9	22-13
9-13	25-21	10-14	18-27	21-25
18-9	11-16	28-24	11-15	13-9
13-6	26-22	12-16	30-26	25-30
21-17	16-23	29-25	4-8	9-6
5-9	27-9	3-7	26-22	30-19
17-13	1-5-C	25-22	9-13	24-20
9-14	24-19	7-11	27-24	Drawn
28-24	15-24	24-19	8-12	
11-16	31-26	16-23	21-17	

Variation No. 1

11-16	3-7-E	11-16	7-11	2-11
24-19-D	19-16	24-20	19-16	26-23
7-10-Var. 2	12-19	7-11	14-17	27-25
25-22	24-8	28-24	21-7	29-22
8-11	4-11	11-15	6-10	Drawn
27-24	27-24	18-11	7-14	
16-20	20-27	16-7	9-27	
32-27	31-24-F	24-19	16-7	

Variation No. 2

8-11	5-9	7-10	4-8	6-9
25-22	26-17	16-7	23-19	30-25
16-20	9-14	2-11	15-24	9-13
22-17	17-10	29-25	28-19	25-22
9-13	7-14	1-6	8-11	11-15
17-10	31-26	25-22	22-17	19-16
6-22	3-7	11-15	14-18	15-18
26-17	19-16	27-24	26-22	22-6
13-22	12-19	20-27	18-25	13-22
30-26	23-16	32-23	21-30	Drawn

Notes

(A) In The Denny Single we find a line that gives neither side the advantage. The slight edge that the second player has over his opponent is very insignificant for Black has the prerogative to select a style of attack or defense arising from this opening which will not be unfavorable to himself.

- (B) 24-19 is likewise strong for White.
 (C) 15-18 is very sound, for this double shot will force White to play carefully for the draw.
 (D) If 24-20 then 7-10.
 (E) 11-16 is safe for Black at this point as White is forced to make an exchange towards the center, namely, 19-15. This variation, however, proves only a draw.
 (F) If 23-32: 14-23, 26-19, 9-13, 30-26, 5-9, 28-24, 9-14, 22-17, 13-22, 26-17, 11-15, 29-25, 7-11, 17-13, 14-18, 25-22, 18-25, 21-30, 15-18, 19-16, 11-27, 32-7, 2-11, Drawn.

GAME NO. 17

10-14, 23-18

10-14	4-8	9-14	11-18	1-6
23-18-A	B-28-24-Var. 2	26-23-C	21-17	24-19
14-23	3-7	19-26	10-15	15-24
27-18	32-28	30-23	19-10	20-27
7-10-Var. 1	15-19	2-7	6-15	12-16
22-17	24-15	23-19-D	28-24	27-23
11-15	10-19	7-11	8-11	6-10
18-11	26-22	17-13	25-22	23-18
8-15	7-10	14-18	18-25	10-15
24-20	31-26	22-15	29-22	Drawn

Variation No. 1

9-13-E	6-10	13-22	12-19	10-3
32-27	18-15	26-10	23-16	26-23
6-9	11-18	7-14	1-6	13-17
26-23	22-6	29-25	27-24	22-13
7-10	9-2	8-11	6-10	15-18
30-26	25-22	25-22	16-12	21-17
10-14	2-7	9-13	11-15	18-20
24-19	24-20	31-26	20-16	17-10
2-6	5-9	3-7	7-11	Drawn
28-24	22-17	19-16	16-7	

Variation No. 2

32-27	17-14	24-8	18-15	16-12
15-19	10-17	12-3	14-17	21-30
27-24	21-14	30-23	15-11	11-20
2-7	8-11	5-9	17-26	30-16
24-15	22-18	25-22	11-2	20-13
10-19	3-7	1-6	26-31	Drawn
26-22	26-22	23-19	2-11	
7-10	6-10	6-10	13-17	
31-26	28-24	20-16	29-25	
9-13	10-26	10-14	17-21	

Notes

(A) The Denny Cross is one of the weaker openings for White. The Denny formed by the first move requires an expert to force a draw with the Black pieces. 23-18, however, pulls Black out of danger and puts White somewhat on the defensive. The game may be drawn with careful play.

(B) 17-13 is safe for White though it looks defensively weak for the moment.

(C) White cannot move 20-16, for 19-24, 28-19, 8-11, 16-7, 10-3, 17-10, 6-24, and Black wins.

(D) If 22-18: 7-11, 18-2, 10-15, and Black wins. If 28-24, then 14-18, 23-14, 7-11, 14-16, 12-28 and Black wins.

(E) 9-14 is good for Black.

GAME NO. 18

10-14, 23-19

10-14	3-7	6-10	15-22	16-20
23-19-A	27-24-Var. 2	25-22	17-10	26-22
11-16	11-16	12-16	13-17	28-32
22-17	20-11	20-11	21-14	6-2
16-23	7-23	10-15	9-20	32-9
17-10	22-18	11-7	26-17	2-13
7-14	23-27	2-11	20-24	5-9
26-19	32-23	28-24	17-14	13-16
8-11-Var. 1	6-9	4-8	24-28	20-11
25-22	24-20	30-26	10-6	22-18
9-13-B	1-6	8-12	12-16	Drawn
24-20	29-25-C	22-17	31-26	

Variation No. 1

9-13	20-16	5-9	24-20	9-13
24-20	12-19	29-25	11-15	26-23
6-9	24-22	2-7	20-16	18-27
27-24	14-18	26-23	12-17	32-23
3-7-D	22-15	7-10	21-7	13-17
30-26	13-17	25-21	8-11	16-11
7-11	21-14	8-12	7-16	17-22
19-15	9-11	28-24	15-18	Drawn
11-18	25-22	4-8	31-26	

Variation No. 2

31-26	24-19	25-22	23-18	10-6
11-16	1-5	9-13	6-9	11-15
20-11	30-25	18-9	27-23	18-11
7-23	6-9	5-14	10-15	28-32
27-9	22-17	32-27	19-10	6-1
5-14	13-22	7-10	20-24	Drawn
26-23	25-18	22-18	21-17	
12-16	2-7	8-11	9-13	
28-24	29-25	18-9	17-14	
16-20	4-8	13-6	24-28	

Notes

(A) Forms the Denny Book, an awkward opening for both sides as the different answers or replies are restricted throughout the entire game. White then as well as Black must therefore proceed carefully and cautiously at all times, and with this in mind the correct plays cannot fail to produce the draw.

(B) This move is made for the purpose of enabling Black to go 3-7 on the next play and to prevent 22-17. Try to have an objective in view with every move; observe scrutinizingly each play of your opponent, and determine his motive, if any.

(C) 28-24 looks good, yet, if White take this move Black's next logical reply is 6-10; and this play indicates a follow-up of 10-15 and 14-17; if, however, White's next move is not satisfactory after 6-10, then Black may sacrifice a piece temporarily by going 12-16 after which 10-15 is made regaining the piece.

(D) This move is usually dangerously weak for the Black side and its corresponding play 30-26 also belongs in this category for White, but in certain type games the rule may be broken and the play may be taken successfully.

GAME NO. 19

10-14, 24-19

10-14	11-16	14-23	3-7	9-13
24-19-A	20-11	26-10	27-23	18-9
7-10-Var. 1	8-24	7-14	7-11	5-14
22-17	27-20	31-26	22-18	26-22
B-9-13-Var. 2	2-7-C	8-11	6-9	11-15
28-24	29-25	26-23	32-27	24-20
13-22	4-8	11-15	1-5	14-17
25-9	25-22	23-19	30-26	20-18
5-14	10-15	15-24	12-16	17-19
24-20	23-18-D	20-27	27-24	18-14
				Drawn

Variation No. 1

11-16	11-16	6-10	16-7	7-11
22-17	18-14	14-7	22-18	17-13
8-11	2-6	3-10	1-6	11-15
17-10	25-22	30-25	18-14	14-10
6-24	8-11	2-6	9-18	6-9
28-19	22-17	25-22	27-24	13-6
4-8	13-22	10-15	20-27	15-18
25-22	26-17	19-10	32-14	6-1
16-20	7-10	6-15	12-16	19-23
29-25	14-7	23-18	21-17	27-24
9-13	11-2	5-9	16-19	23-26
22-18	17-14	18-11	31-27	Drawn

Variation No. 2

11-16	13-6	7-10	18-9	12-16
17-13	2-9	28-24	5-14	30-26
3-7	26-22	6-9	32-27	8-11
25-22	9-13	31-26	11-15	26-23
14-17	18-9	8-11	27-23	11-15
21-14	5-14	24-19	15-24	24-20
9-25	23-18	4-8	23-18	15-19
29-22	16-23	22-17	14-23	Drawn
10-14	18-9	1-5	26-28	
22-18	13-6	17-13	10-14	
6-9	27-18	9-14	28-24	

Notes

(A) The Denny Second is an evenly balanced opening for either side, but it is Black who must exercise caution after the first move, as the first player's moves are more restricted.

(B) 9-13 is the natural move for the draw, yet, 11-16, is more tempting to White, for it looks as though Black will be cramped by going 17-13.

(C) If 4-8, White can reach the King's Row by a sacrifice of four for two, first giving away the piece on Square No. 21, and crowning with the piece on Square No. 20, which would be disastrous to Black at this advanced stage of the game.

(D) 23-19 is also very good, for White gets a chance to strengthen the position.

GAME NO. 20

10-14, 24-20

10-14	30-26	2-7	18-9	11-16
24-20-A	5-9	25-21-E	5-14	20-11
11-15-Var.1	32-27	7-10	27-24	8-24
23-18-B	1-5	26-23	16-20	28-19
14-23	27-23	8-12	23-19	4-8
26-10	7-11	24-19	20-27	19-15
6-15	23-18-C	15-24	31-24	10-19
27-24	12-16	20-27	3-8	17-10
9-13	21-17-D	9-14	24-20	19-23
				Drawn

Variation No. 1

11-16	26-10	6-22	31-27	3-8
20-11	6-24	25-18	8-12	25-22
7-16-Var.2	28-19	12-16	29-25-G	8-12
27-24	8-11	21-17	7-11	22-18
16-20	30-26	4-8	15-8	16-19
24-19	11-15	17-14	12-3	23-16
9-13-F	19-10	1-6	27-24	12-19
22-17	2-6	18-15	20-27	26-22
13-22	23-18	3-7	32-23	Drawn

Variation No. 2

8-15	16-20	8-12	20-27	3-8
22-17	26-22	30-26	31-24	12-10
15-18	4-8	2-7	16-20	6-22
17-10	22-15	26-23	32-28	21-17
7-14	14-17	11-16	20-27	22-13
28-24	21-14	25-21	23-32	28-24
12-16	9-11	5-9	12-16	Drawn
24-19	23-18	27-24-H	19-12	

Notes

(A) Termed the Denny Lassie. This is a natural defensive game for Black, offering great scope for original play. The game should result in a draw.

(B) If 22-17, Black goes 15-19 and takes the offensive.

(C) If 23-19, then 2-7, 19-10, 7-14, 22-17, 13-22, 26-10, 11-16, 20-11, 8-6 and Black's forced exchange will not enable White to retain the advantage.

(D) 26-23, looks like the natural answer, but the threat of 15-19 followed by 24-15, and 9-14, destroys White's offensive.

(E) 25-21 is stronger than 17-14. If 31-27, Black wins easily by 15-19, and follows up by 9-14 winning in "Grand Style."

(F) 9-13 looks weak for Black, yet, the game is merely a draw, for, while Black's every move at this point may be forced, each move contributes to hastening the draw.

(G) If 15-11, then 20-24 and White in accordance with the rules of the game is forced to capture the greater number of pieces, 11-9, exchanging two for two to draw.

(H) 18-14 loses for White.

GAME NO. 21

10-15, 21-17

10-15	27-24-D	9-14	28-24	22-25
21-17-A	7-10	32-27	9-14	17-14
9-13-Var's. 1 & 2	17-14	4-8	31-26	25-30
23-18-B	10-26	29-25	1-6	14-9
12-16	30-7	5-9	26-22	30-16
24-20	15-22	25-21	3-8	9-2
8-12	21-17	14-18	24-19	16-30
25-21	2-11	22-15	8-12	2-16
6-9	17-26	11-18	22-17	12-19
26-23-C	13-17	27-23	14-18	13-9
16-19	26-22	18-27	17-13	Drawn
23-16	17-26	24-31	18-22	
12-19	31-22	8-11	21-17	

Variation No. 1

7-10	11-16	15-24	2-7	16-20
17-14-E	29-25	28-19	22-17	15-11
10-17	16-23	3-7	7-11	20-24

22-13	27-11	26-23	18-14	14-9
9-14	8-15	17-26	20-24	24-27
F-23-19-Var. 3	24-20	31-22	14-16	9-2
6-10	5-9	8-11	24-15	27-32
25-21	28-24	22-18	16-11	2-6
1-6	9-14	11-16	15-8	12-16
26-22	32-28	20-11	23-19	11-20
14-18-G	4-8	7-16	8-11	32-18
30-26	25-22	30-26	17-14	Drawn
18-25	14-17	16-20	11-16	
21-30	24-19	26-22	19-15	

Variation No. 2

11-16	4-8	10-26	10-17	10-14
17-13	25-21	23-30	13-22	22-18
16-20	9-14	16-23	12-16	15-24
22-18-H	18-9	27-18	18-14	28-12
15-22	5-14	8-11	6-10	14-18
25-18	26-22	25-21	14-7	12-8
8-11	6-10	2-6	3-10	18-22
29-25	30-25	21-17	30-26	Drawn
11-16	14-17	7-10	11-15	
24-19	21-14	17-14	31-27	

Variation No. 3

23-18	31-27	26-23	19-15	25-22
14-23	16-23	8-11	7-10	14-17
26-10	27-11	13-9	15-6	13-9
6-15	8-15	14-17	1-10	17-26
27-23	30-26	22-13	27-24	9-6
3-7	10-14	5-14	10-15	26-30
23-19	24-19	29-25	24-20	6-2
7-10	15-24	2-7	16-19	Drawn
25-22	28-19	32-27	23-16	
11-16	4-8	11-16	12-19	

Notes

(A) Forms the Kelso Switcher, very weak for Black. The correct moves and lines of play are restricted and the game is an unpopular one among experts due to many intricate variations revolving around each opponent's choice of play.

(B) White's strongest reply, forcing Black to go 12-16.

(C) If 17-14, Black moves 2-6, then follows-up with 7-10 to take a backward "Cut" which evens up the game.

(D) 30-26 develops into a loss for White with Black going 19-24 making the "Cut."

(E) This is White's best answer which still keeps Black off balance.

(F) 23-18 is also good for White in this position.

(G) 11-16 loses for Black. White goes 22-18.

(H) Stronger than 24-19.

GAME NO. 22

10-15, 22-17

10-15	4-8	12-16	10-15	20-11
22-17-A	23-16	26-23	19-10	22-18
7-10	8-12	19-26	14-7	15-22
17-13-Var. 1	32-27	22-31	31-26	17-26
11-16	12-19	16-20	11-15	5-9
24-20	26-22	30-26	26-23	21-17
15-19-B	3-8	2-7	7-11	9-14
20-11	22-17	26-23	29-25	17-10
8-15	8-12	7-11	11-16	6-15
23-16	25-22	23-19	25-22	Drawn
12-19	9-14	15-24	16-19	
27-23-C	31-26	28-19	23-16	

Variation No. 1

24-20	12-19	24-15	8-12	18-27
3-7	32-28	6-10	31-27	6-9
28-24-Var. 2	9-13	20-11	1-6	24-15
15-19	27-24	10-19	22-18	9-11
24-15	13-22	26-22	19-23	Drawn
10-19	25-18	7-16	27-24	
23-16	11-16-Var. 3	18-14	16-19	

Variation No. 2

27-24	7-10	22-31	15-24	26-23
15-19	22-17	8-11	28-19	19-26
23-16	8-12	31-26	14-18	17-14
12-19	26-22	15-19	29-25	10-17
24-15	9-14-E	26-23	2-7	13-31
10-19	31-26	19-26	20-16	Drawn
25-22	4-8	30-23	18-23	
11-15-D	26-23	11-15	19-26	
17-13	19-26	23-19	12-19	

Variation No. 3

7-10	19-26	8-12	19-26	15-13
24-15	30-14	21-17	22-31	16-7
10-19	1-6	2-6	6-10	13-17
18-14	28-24	19-15	25-22	7-2
6-9	6-9	12-16	5-9	17-21
31-27	24-19	15-22	22-18	2-13
9-18	9-18	16-19	10-15	21-25
26-23	29-25	27-23	20-16	Drawn

Notes

(A) Termed the Kelso Regular, in favor of White. The strongest variations point to a draw for Black.

(B) 16-19 at a casual glance appears the strongest possible move, yet, this play leads to a weak game when taken against the expert.

(C) 26-23 leads to a draw.

(D) 9-13 is not recommended for Black, for then White can follow-up with 17-14 thereby obtaining a powerful offensive.

(E) 4-8 is just as good here and will have to be made on the next move to insure Black a safe game.

GAME NO. 23

10-15, 22-18

10-15	21-17-E	7-10	26-23	15-24
22-18-A	13-22	14-7	9-14	20-27
15-22	25-18-F	2-27	24-20	11-15
25-18-B	11-15	32-23	15-24	27-23
9-13-C	18-11	4-8	20-27	9-13
30-25-Var. 1	8-15	25-22	10-15	31-27
D-6-9-Var. 2	29-25	3-7	27-24	14-17
18-14	12-16	28-24	6-9	23-18
9-18	27-23	5-9	24-20	17-26
23-14	16-19-C	23-19	8-11	18-11
1-6	23-16	7-10	23-19	Drawn

Variation No. 1

29-25	25-22-I	19-12	26-17	21-17
6-9	16-23	11-15	5-9	14-21
18-14-H	27-18	18-11	32-27	13-9
9-18	6-9	9-25	2-6	21-25
23-14	28-24	21-17	27-23	9-5
1-6	7-11	13-22	6-10	25-30
24-19	24-19	30-21	17-13	31-26
11-16	12-16	8-15	9-14	Drawn

Variation No. 2

11-16	16-20	11-15	5-9	14-18
18-14-J	24-19	18-11	22-18	11-8
6-9	8-11	7-16	9-13	17-22
21-17-Var. 3	19-16	28-24	18-15	25-21
9-18	12-19	16-20	13-17	22-26
23-14	27-24	24-19	15-6	8-4
13-22	20-27	6-10	2-9	Drawn
25-18	31-8	14-7	19-15	
1-6	4-11	3-10	9-14	
29-25	32-27	26-22	15-11	

Variation No. 3

26-22	29-25	14-9	24-20	24-19
9-18	11-15	5-14	11-15	15-24
23-14	18-11	17-19	19-16	20-27
7-11	16-7	2-6	8-12	14-18
22-17	24-19	31-26	32-27	26-22

13-22	8-11	7-10	12-19	18-25
25-18	19-16	27-23	23-16	21-30
16-20	11-15	6-9	10-14	Drawn
21-17	25-21-K	28-24	27-24	
12-16	20-11	4-8	3-8	

Notes

(A) The Kelso Single is weak for the White side, and requires an expert to draw the game provided Black takes the strongest possible plays.

(B) 26-17 is very weak for White, though leading to a drawn game with careful moving.

(C) A defensive move, though very strong. It is necessary to be able to determine which type of move is offensive as well as defensive. In a checker game the weaker player usually takes defensive moves or is kept on the defensive by the stronger adversary.

(D) 11-16 is of about equal strength.

(E) White's best play and only safe one.

(F) Each of White's moves are forced up to this point.

(G) If 15-18, then White goes 14-10 to make a king which Black must immediately capture in order to have an even game.

(H) White's best reply.

(I) White's strongest answer.

(J) 24-20 leads to a draw for White. If Black makes the exchange 16-19, White follows-up with an equally strong move by going 18-14.

(K) This move is necessary, for if 16-12, 20-24, 28-10, 5-9, 14-5, 7-30, and Black wins.

GAME NO. 24

10-15, 23-18

10-15	22-17	16-20	18-9	24-15
23-18-A	8-11	24-19	5-14	26-23
7-10-Var. 1	17-10	9-14	30-26	3-8
26-23	12-16	18-9	11-15	17-13
10-14	15-8	5-14	32-28	8-12
24-19-B	6-22	29-25	15-24	13-9
15-24	25-18	2-7	28-19	15-19
28-19	4-11	25-22	10-15	23-16
11-16-Var. 2	27-24	7-10	19-17	12-19
19-15	20-27	22-18	20-24	Drawn
16-20	31-24	1-5	23-19	

Variation No. 1

9-14	31-26	2-6	23-19	6-10
18-9	12-16	10-7	1-5	18-15
5-14	26-23	11-2	18-15	10-14
22-17-C	16-20	32-27	5-9	15-11
7-10	24-19	6-9	15-6	14-18
26-23	15-24	21-17	9-2	22-15
11-16	28-19	9-13	27-23	21-25

23-19	4-8	17-14	13-17	11-8
16-23	23-18	2-7	29-25	25-30
27-9	8-11	26-23	17-21	Drawn
6-22	30-26	7-10	25-22	
25-11	10-15	14-7	2-6	
8-15	19-10	3-10	23-18	

Variation No. 2

2-7	18-15	8-11	21-17	17-26
22-17	11-18	31-27	6-10	16-14
11-16	23-7	12-16	17-13	26-31
17-10	16-23	27-24	9-14	27-23
6-22	27-18	10-15	18-9	20-9
25-18	3-10	25-22	5-14	13-6
7-10	30-26	16-20	23-19	Drawn
29-25	4-8	32-27	14-17	
8-11	26-23	1-6	19-16	

Notes

(A) The Kelso Cross is an even game for both sides. The different lines of play are not so numerous, but the strongest answers guarantee a draw.

(B) This is White's best move to force the issue to a quick draw. White takes the initiative with this play.

(C) 24-19 is strong for White at this point.

GAME NO. 25

10-15, 23-19

10-15	12-19	7-14	19-26	10-19
23-19-A	27-24	31-27-C	30-23	11-7
7-10	5-9	1-6	4-8	6-10
27-23-Var. 1	24-15	29-25	28-24	7-14
11-16	10-19	3-7	16-19	19-23
24-20	17-10	25-22	23-16	14-10
15-24	6-15	7-10	8-12	24-27
20-27	25-22	22-17	24-19	10-6
9-14-Var. 2	9-14	8-11	15-24	27-31
22-17-B	22-17	27-23	16-11	17-14
16-19	2-7	11-16	14-18	Drawn
23-16	17-10	26-22	22-15	

Variation No. 1

26-23	27-20	30-23	22-17	23-19
9-14-Var. 3	4-8	6-10	6-10	30-16
22-17	31-27	25-22	17-13	20-2
11-16	8-11	5-9	3-7	15-18
24-20	27-24	17-13	13-6	2-13
15-24	11-15	10-15	10-1	1-6
20-11	32-28	13-6	21-17	13-2

8-15	15-19	2-9	14-21	18-22
28-19	24-15	28-24	29-25	Drawn
15-24	10-26	1-6	21-30	

Variation No. 2

16-19	26-22	11-16	26-23	18-25
23-16	4-8	29-25	19-26	17-14
12-19	22-17	16-20	22-31	10-17
22-17	8-12	27-24	8-12	13-29
8-11	25-22	20-27	31-27	Drawn
17-13-D	3-8	32-16	14-18	
9-14	31-26	12-19	25-22	

Variation No. 3

9-13-E	23-18	15-24	27-24	13-22
23-18	6-9	20-27	16-20	25-27
6-9	32-27	10-14	19-15	3-7
27-23	9-13	28-24	20-27	27-23
9-14	27-23	1-5	23-32	8-11
18-9	5-9	24-19	14-23	15-8
13-6	24-20	11-16	22-17	12-3
				Drawn

Notes

(A) Known as the Kelso Book. It is popular with experts because of Black's restricted plays. The opening often runs into Single Corner variations.

(B) 28-24 is favorable, yet, 22-17 is undoubtedly White's best answer.

(C) 29-25 is preferred by some of the experts at this stage and is about as good as the text play.

(D) 17-13 is strong for White and puts Black somewhat on the defensive.

(E) 9-14 and 11-6 are Black's strongest force plays outside of the text move. The variation is weak for White.

GAME NO. 26

10-15, 24-19

10-15	14-23	8-11	3-7	14-17
24-19-A	26-28	25-22	25-22	21-14
15-24	9-14	11-15	7-10	10-17
28-19	28-24	22-18	32-28	18-15
B-9-14-Var. 1	12-16	15-22	1-5	17-22
27-24-Var. 2	22-18	30-25	28-24	15-11
11-16	14-23	6-9	2-7	7-16
24-20-C	24-19	25-18	24-19	19-12
5-9	16-20	7-10	9-13	22-25
20-11	19-26	31-27	18-9	12-8
8-24	4-8	10-14	5-14	25-30
23-18	26-23	29-25	22-18	8-4
				Drawn

Variation No. 1

11-16	25-18	7-10	32-27	10-14
22-17	8-11	14-7	4-8	18-9
9-13	29-25	2-4	21-17	13-6
17-14	11-16	31-27	9-13	24-20
6-9	27-23	16-19	17-14	6-9
21-17	4-8	23-16	6-10	19-16
9-18	25-21	12-19	14-7	11-15
23-14	8-11	27-23	3-10	Drawn
16-23	19-15	19-26	27-24	
26-19	1-6	30-23	8-11	
13-22	15-8	5-9	23-19	

Variation No. 2

22-18	19-10	14-7	31-26	22-17
6-9	6-15	3-10	10-14	18-11
25-22	25-21	21-17	26-22	17-13
9-13-D	15-19	8-11	11-16	9-14
18-9	23-16	17-14	18-15	19-16
13-6	20-11	10-17	16-20	14-18
22-18	27-23	13-22	32-27	16-7
11-16-Var. 3	11-16	1-6	8-11	8-11
21-17	23-19	22-18	15-8	7-16
16-20	16-23	5-9	12-3	20-11
29-25	26-19	30-26	19-15	13-9
7-10	2-6	4-8	3-8	Drawn
18-14	17-13	26-23	23-19	
10-15	6-10	6-10	14-18	

Variation No. 3

11-15-E	5-9	2-7	12-19	10-15
19-10	17-13	18-9	21-17	17-14
6-22	9-14	10-15	5-9	19-23
26-17	29-25	19-10	13-6	27-18
8-11	7-10	7-5	1-10	15-22
23-19	25-22	31-27	30-25	14-9
11-16	4-8	16-19	8-11	Drawn
27-23	22-18	23-16	25-21	

Notes

(A) The Kelso Second, as most of the Kelso openings are, is rather unpopular in Polish Draughts because of the apparent weakness of Black's first move: 10-15, which does not leave a number of strong follow-up protective plays. The game, though defensive for Black develops the draw with proper moving.

(B) 11-16 looks stronger than 9-14 but 9-14 forces White immediately by exerting pressure on the Double Corner.

(C) This move looks weak but is effective, and is White's best chance to strengthen the weakened Double Corner.

(D) Black's strongest move, as White could eventually break away from the cramped position, giving Black a weak defensive game in the bargain.

(E) A nice line of play which strengthens my conviction that provided the pieces are even, the proper move made at the right time, the game must inevitably end or culminate in the usual draw.

GAME NO. 27

10-15, 24-20

10-15	24-15	10-19	26-23	6-9
24-20-A	10-19	27-24	19-26	19-15
15-19-B	31-27-C	3-7	30-23	12-19
23-16	9-14	24-15	6-10	15-13
12-19	18-9	7-10	23-19	19-24
27-24-Var. 1	5-14	15-11	4-8	22-17
11-15-Var. 2	27-24-D	8-15	29-25	24-27
22-18	2-7	28-24	8-12	17-10
15-22	24-15	15-19	25-22	27-32
25-18	7-10	24-15	1-6	Drawn
7-10	32-27	10-19	20-16	

Variation No. 1

22-18-E	6-9	31-22	15-24	23-18
9-14	29-25	14-18	28-19	17-22
18-9	11-15	30-26	9-14	20-16
5-14	25-21	18-25	26-22	22-24
25-22	9-14	21-30	7-10	16-14
6-10	17-10	8-11	22-18	24-28
22-17	7-14	32-27	1-5	14-10
10-15	27-24	6-9	18-9	Drawn
17-10	2-6	27-23	5-14	
15-6	26-23	3-7	30-25	
21-17	19-26	24-19	14-17	

Variation No. 2

7-10	14-17	15-22	9-18	10-14
24-15	21-14	26-17	26-23	23-19
10-19	6-9	8-11	19-26	15-24
21-17-F	13-6	31-26	30-14	28-19
11-15	2-25	11-15	6-10	14-18
17-13	29-22	32-27	14-7	20-16
9-14	1-6	5-9	3-10	Drawn
25-21	22-18	17-14	27-23	

Notes

(A) Known as the Kelso Lassie. The opening points to an even game in the strongest variations.

(B) 15-19 is a necessary move for Black. Any other play at this stage is weak. If 15-18, a useless exchange is the result and in the effort to

continually bring up pieces to protect the advanced man, Black must ultimately be drawn into a loss.

(C) If 21-17 then 6-10, and Black is ready for any eventualities.

(D) White is attempting to steal the piece on Square No. 19 by repeated attacks, and must now continue to do so until the Black defense is exhausted.

(E) Strongest move for White. 22-17 is also strong but as a defensive play.

(F) 22-17 will prove to be very efficacious here.

GAME NO. 28

11-15, 21-17

11-15	11-15-D	7-10	4-8	5-9
21-17-A	17-14	14-16	25-21-E	27-24
9-13-B	10-17	12-28	8-11	9-14
25-21	19-10	18-14	27-24	24-20
C-6-9-Var. 1	9-14	1-6	28-17	14-18
30-25	22-18	26-22	21-16	16-11
7-11-Var. 2	14-7	6-10	2-7	7-16
24-19	21-14	14-7	32-27	20-11
15-24	8-11	3-10	13-17	Drawn
28-19	27-24	31-27	29-25	

Variation No. 1

5-9	6-10	1-6	13-6	13-15
29-25	25-21	26-23	21-17	16-14
9-14-F	10-17	4-8	7-10	12-16
23-18	21-14	28-24	32-27	14-9
14-23	15-19	6-10	8-11	15-18
27-11	24-15	23-18	27-23	31-26
8-15	7-10	3-7	6-9	16-19
17-14	14-7	24-19-G	23-18	Drawn
10-17	2-25	10-14	9-13	
21-14	30-21	18-9	19-16	

Variation No. 2

9-14	10-15	3-8	8-11	20-24
22-18	17-10	22-17	32-27	23-18
15-22	15-6	11-15	11-15	15-19
25-9	25-22	18-11	19-10	17-13
5-14	11-16	8-15	6-15	2-7
23-19	21-17	24-19	26-22	22-17
13-22	16-23	15-24	12-16	7-11
26-17	27-18	28-19	27-23	18-14
7-11	8-11	4-8	16-20	1-5
29-25	17-13	31-26	13-9	9-6
				Drawn

Notes

(A) Termed the Switcher, in favor of Black. The first player has an edge on most lines in this opening. White must move very accurately to draw as the moves are limited.

(B) Black's strongest reply, establishing a "Cramp" on the White Single Corner.

(C) This move is made for the purpose of stopping White from making the exchange 17-14.

(D) 11-15 is Black's strongest play as 9-14 does not prevent White from forcing an exchange.

(E) 22-17 is also safe for White.

(F) 8-11 is very weak for Black as White threatens to make the "Cut" 17-14. The text move is the strongest answer.

(G) If 18-14: 10-17, 21-14, 7-10, 14-7, 8-11, 7-16, 12-28, 31-26, 13-17, and White gains no advantage by the first exchange.

GAME NO. 29

11-15, 22-17

11-15	22-17	15-24	17-26	19-26
22-17-A	7-10	28-19	11-16	31-22
B-15-19-Var's. 1&2	27-24	3-8	13-6	7-11
24-15	11-15	25-22	1-10	22-18
10-19	29-25	8-11	26-22	14-23
23-16	4-8	22-18	16-19	17-14
12-19	26-23	5-9	23-16	10-17
C-17-13-Var. 3	19-26	32-27	12-19	21-14
9-14	30-23	10-15	22-17	Drawn
25-22	8-12	19-10	2-7	
8-11	24-19	6-22	27-23	

Variation No. 1

9-13	17-21	6-9	16-20	23-27
17-14-D	27-23	32-27	19-16	8-4
10-17	8-11	9-14-E	3-7	27-32
21-14	28-24	22-18	25-22	4-15
15-18	4-8	10-15	1-5	32-28
14-9	24-20	19-17	16-12	15-18
5-14	6-10	13-24	5-9	9-13
23-19	31-27	20-27	23-19	18-14
14-17	8-12	12-16	10-14	7-11
19-16	27-24	27-24	19-15	14-32
12-19	2-6	7-10	14-23	Drawn
24-22	24-19	24-19	15-8	

Variation No. 2

9-14	20-11	16-23	23-14	15-22
23-19	8-15	26-19	6-9	17-26
8-11	17-13	10-15	13-6	16-19
25-22	12-16	19-10	2-18	26-23

3-8	22-17	14-7	25-22	19-26
29-25	4-8	30-26	18-25	30-23
11-16	31-27	7-11	21-30	13-17
24-20	8-12	32-27	5-9	23-19
16-23	27-23	11-15	27-23	17-22
27-11	15-18	26-23	9-13	19-15
7-16	23-19	12-16	23-18	Drawn

Variation No. 3

17-14	16-7	24-20	27-24	21-17
9-18	2-11	4-8	7-11	12-16
27-24	25-22	28-24	24-20	32-27
19-23	18-25	1-5	8-12	16-19
26-19	21-30	24-19	25-22	27-23
5-9	11-15	15-24	14-18	9-13
19-16	29-25	20-27	23-14	Drawn
9-14	8-11	11-15	9-25	
30-26	26-23	31-26	30-21	
7-11	6-9	3-7	5-9	

Notes

(A) This opening is very strong, perhaps, not quite as popular as other major openings though thoroughly sound and contains much fine play, profitable to either side in checker analysis.

(B) 15-19 forms the Dyke, giving Black a strong aggressive game. 8-11 is also good for the first player. It cannot be emphasized too often, that as the game enters the middle stage as well as in the opening, the student should seek to acquire a complex style of play,—trying different type games, and taking other moves at critical periods when such moves are safe and do not contradict the logic of the text.

(C) 25-22 is preferred by some experts, and is as good as the text play.

(D) 24-20 is a safe play, but defensively strong, whereas the given text move (17-14) is clearly an attacking maneuver.

(E) If 10-14, then: 19-15, 11-18, 22-15, 3-8, 23-19, 8-11, 15-8, 12-3, 19-16, 3-8, 25-22, 1-5, 27-24, 8-11, 24-19, 7-10, 16-7, 10-3, 29-25, 14-17, 20-16, 3-8, 16-12, 8-11, 19-15, 11-18, 22-15, and White wins.

GAME NO. 30

11-15, 22-18

11-15	26-17	6-15	26-23	19-23
22-18-A	13-22	23-14	9-18	24-20
15-22	30-25	4-8	23-14	15-19-E
25-18-B	7-11	29-25	1-6	22-18
12-16-C	25-18	3-7	17-13	23-26
D-24-20-Var. 1	10-15	21-17	15-19	18-15
9-13	18-14	2-6	25-22	19-17
20-11	15-18	31-26	11-15	13-31
8-22	14-10	6-9	27-24	Drawn

Variation No. 1

29-25-Var. 2	32-27	23-18-G	30-26	18-9
10-14	4-8	14-23	5-9	11-15
25-22-Var. 3	24-20	26-10	26-22	19-10
16-20	9-13	6-15	9-14	7-21
24-19	18-9	24-19	18-9	9-6
6-10	5-14	15-24	13-6	12-19
27-24	27-24-F	28-19	21-17	6-1
20-27	2-6	8-12	6-9	Drawn
31-24	19-16	22-18	22-18	
8-11	10-15	1-5	9-14	

Variation No. 2

30-25	11-16	29-25	7-10	18-14
7-11	18-15	2-6	15-6	1-6
24-19	4-8	31-26	9-2	14-7
8-12	22-18	6-9	22-18	3-10
26-22	9-13	18-14	2-7	Black
2-7	25-22	9-18	25-22	wins
27-24	6-9	22-15	7-10	
16-20	15-6	5-9	21-17	
32-27	9-2	26-22	8-11	

Variation No. 3

24-19	2-6	23-14	1-10	19-10
16-20	22-17	6-9	21-30	7-21
25-22	9-13	15-6	13-22	Black
6-10	26-22	9-25	26-17	wins
18-15	14-18	30-26	10-15	

Notes

(A) Forms the Single Corner, strong for Black, and one of the weakest openings in Minor Polish Draughts for the second player. White must be thoroughly acquainted with the different opening moves to be able to force the draw which is difficult to secure, but is, nevertheless, there with proper play.

(B) 26-17 results in an uphill draw for White, and while safe is not the strongest play.

(C) Many experts in this position move 12-16, 8-11, or 9-13. The author usually goes 12-16, though 8-11 in practice is equally effectual as a "force" play. 9-13 is not recommended as it is weak in action for Black.

(D) Looks weak for White, though safe and leading to a strong defensive game.

(E) If 6-10, White moves 32-27, sacrificing two pieces for three, and getting a somewhat superior position on the "Most Pieces" exchange.

(F) If 22-18, then 13-17 followed by 11-15 wins for Black.

(G) In event of 16-12, then Black moves 14-18 and follows-up with 15-19 winning.

GAME NO. 31

11-15, 23-18

11-15	C-9-13-Var.3	1-5	15-18	4-8
23-18-A	18-9	32-28-E	22-15	24-20
8-11-Var.1	13-6	10-14	14-17	8-12
26-23	28-24	27-24	21-14	25-21
10-14	5-9	16-19	9-11	11-15
24-20	22-18	23-7	24-19	22-18
6-10-Var.2	10-15	2-11	5-9	14-16
27-24	25-22-D	20-16	25-22	20-18
3-8	12-16	11-27	9-14	12-16
24-19-B	24-20	18-11	29-25	18-14
15-24	7-10	8-15	6-10	10-17
20-27	30-25	31-24	28-24	21-14
				Drawn

Variation No. 1

7-11-F	8-11	16-20	1-6	11-15
26-23	17-10	24-19	18-9	32-28
10-14	12-16	9-14	6-13	15-24
24-19-G	15-8	18-9	23-18	28-19
15-24	6-22	5-14	10-14	10-15
28-19	25-18	29-25	18-9	19-10
11-16	4-11	3-7	13-6	20-24
19-15	27-24	25-22	30-26	17-13
16-20	20-27	7-10	6-10	24-27
22-17	31-24	22-18	21-17	Drawn

Variation No. 2

7-10	13-22	13-17	2-7	3-10
27-24	25-18	21-16	23-18	24-19
11-16	5-14	12-17	7-10	10-14
20-11	18-9	31-26	18-15	19-15
15-8	6-13	4-8	11-18	Drawn
22-17	29-25	32-27	26-22	
9-13	8-11	8-11	17-26	
18-9	25-22	27-23	30-7	

Variation No. 3

10-15-H	23-19	14-17	20-27	7-10
28-24	16-23	21-14	8-11	30-26
12-16	18-27	9-11	27-23	10-14
24-20	15-19	27-23	11-15	18-9
8-12	24-15	11-15	23-18	5-14
27-24	11-18	23-19	15-22	Drawn
4-8	22-15	15-24	25-18	

Notes

(A) Forms the Cross, one of the strongest openings in Polish Checkers. The second player as well as the first has several strong plays to make at

different stages as the game approaches a climax. This opening is very popular with all adepts in the fine art of checker playing, for its mastery presupposes a knowledge of many of the fundamental principles along with an ability to execute this general checker technic.

(B) 24-19 is forced for White. It is necessary to fall back to build an invincible defense.

(C) This move leading to a backward exchange equalizes Black's formation with White as the play 3-8 temporarily weakens Black, depending of course upon White's moves.

(D) 25-22 is the move which forces Black to take the strongest answers for the draw game.

(E) 31-26 is likewise strong for the second player as Black cannot now go 10-14. If 10-14 is taken White crowns by 22-17, forcing Black to take three for two. The variation develops into a win for White.

(F) This move is rarely taken here by the stronger players. It might be played frequently, however, as it develops a fine draw and gives a powerful game when the correct answers are not made by the adversary.

(G) White's safest bet for the draw.

(H) 12-16 is likewise satisfactory and if White moves 22-17, then 16-19 is the proper reply.

GAME NO. 32

11-15, 23-18, 9-14

11-15	23-14	2-6	28-19	3-7
23-18	9-18	23-14	7-11	19-15
9-14-A	30-26	6-9	25-22	7-10
18-11-Var. 1	1-6	27-24-D	18-25	14-16
8-15-Var. 2	26-23	9-18	29-22	12-10
24-20	6-9	24-19	5-9	20-16
B-14-18-Var. 3	23-14	15-24	22-18	13-17
22-17	9-18	28-19	9-13	18-14
4-8-C	31-26	11-15	17-14	17-22
26-23	8-11	32-28	10-17	14-7
6-9	26-23	15-24	21-14	22-26
				Drawn

Variation No. 1

18-9	7-14	27-24	1-6	24-19
5-14	25-22	16-20	28-24	12-16
24-20	6-10	25-22	8-11	19-12
7-11	22-17	20-27	17-14	20-24
22-17	11-16	32-16	10-17	30-26
15-19	20-11	8-12	21-14	24-28
27-24	8-15	16-11	11-16	10-6
2-7	29-25	15-8	14-10	28-32
24-15	4-8	22-18	6-15	Drawn
10-19	31-27	14-23	19-10	
17-10	12-16	26-19	16-20	

Variation No. 2

7-16	25-22	12-19	21-14	15-24
26-23-E	2-7	23-16	10-26	32-28
16-20	22-18	11-15	31-22	11-15
22-18	1-5	16-12	7-10	28-19
6-9	18-9	4-8	27-23	15-24
24-19	5-14	29-25	3-7	12-8
9-13-F	30-26	8-11	25-21	24-28
18-9	8-11	26-22-G	20-24	8-4
5-14	19-16	14-17	28-19	28-32
				Drawn

Variation No. 3

4-8	18-25	8-11	7-10	10-14
27-24	29-22	28-24	22-18	19-15
8-11	10-14-H	5-9	3-7	9-13
22-17	24-19	24-20	31-27	15-8
14-18	14-17	9-14	9-13	12-3
17-13	21-14	32-27	18-9	18-9
11-16	6-9	1-6	13-6	13-6
20-11	13-6	27-23	23-18	Drawn
15-8	2-25	6-9	6-9	
25-22	30-21	26-22	27-23	

Notes

(A) The Cross Choice is an even game for both sides and is one of the strongest for Black as well as one of the safest lines in the opening game.

(B) 15-19 gives Black an awkward position when, White immediately follows with 22-18. Black must now move accurately in order to draw.

(C) 12-16 is a good counter and Black jumps back on the receiving end of the "Cut."

(D) White's inability to out-manuever Black in trying to gain the extra piece is now obvious.

(E) If 24-20, then 3-7 is Black's best move.

(F) If 8-11, White wins by 18-15, and 19-16.

(G) Black threatens 11-16, forcing 12-19, 15-24, 28-19, and 10-15 thereby winning for Black.

(H) 12-16 and 8-11 are favorable for Black, 12-16 being the stronger attacking play of the two.

GAME NO. 33

11-15, 23-19

11-15	21-17	15-24	13-9	20-27
23-19-A	5-9	22-13	16-20	32-23
7-11-B	25-21	4-8	21-17	15-19
26-23-Var. 1	8-11-Var. 3	28-19	12-16	23-18
11-16	29-25	2-6	18-14	19-24
22-17	9-14	17-10	11-15	7-2
C-16-20-Var. 2	30-26	6-24	9-6	16-20

17-14	6-9	25-22	1-10	2-6
9-18	27-23	12-16	14-7	24-27
23-7	20-18	22-18	24-27	Drawn
3-10	26-22	8-12	31-24	

Variation No. 1

27-23-D	5-9	26-23	19-26	22-18
11-16	24-15	19-26	30-23	4-8
24-20	10-19	31-6	3-8	25-21
15-24	17-10	1-10	11-7	8-12
20-27	6-15	27-23	10-3	18-14
9-14	21-17	8-12	23-19	10-17
22-17	2-6	28-24	8-11	21-14
16-19	32-27	12-16	25-22	11-16
23-16	6-10	24-20	3-7	19-15
12-19	17-14	15-19	29-25	16-20
27-24	10-17	20-11	7-10	Drawn

Variation No. 2

9-14	8-11	2-7	14-16	10-19
24-20	27-24	29-25	20-9	26-22
15-24	11-15	10-15	13-6	19-17
20-11	32-28	24-19	22-18	21-5
8-15	5-9	15-24	12-16	16-19
28-19	25-22	28-19	26-23	5-1
15-24	9-13	6-10	6-9	19-23
27-20	22-18	25-22	30-26	Drawn
4-8	15-22	1-6	3-7	
31-27	17-26	23-18	18-15	

Variation No. 3

9-14-E	17-13	18-27	30-23	16-20
30-26	1-5	24-31	8-11	23-19
8-11	31-26	20-24	31-26	20-24-F
29-25	5-9	19-15	11-16	19-28
4-8	25-22	10-19	19-15	14-18
26-22	18-25	26-23	6-9	15-11
15-18	21-30	19-26	13-6	18-25
22-15	14-18	28-19	2-9	11-7
11-18	27-23	9-14	26-22	25-29
				Drawn

Notes

(A) This game leads to a natural draw for either side. The next move (7-11) completes the opening known as the Whilter.

(B) 8-11 is strong though not very desirable at this early stage for it does not force White as 7-11 is sure to do.

(C) 8-11 is just as good for Black here, though 9-14 is also very

favorable. If 8-11, then 17-13, 16-20, 21-17, 11-16, 17-14, etc., and White must draw.

(D) This move is powerful but not as popular as 26-23. It gives White a weaker defensive game, though at all events a draw.

(E) Compare this Variation with Variation No. 2. Note similarity. Variation No. 3 is the more popular of the two.

(F) If 14-18, then 19-16, 12-10, 22-13, and White wins.

GAME NO. 34

11-15, 24-19

11-15	29-25	8-11	30-26	7-16
24-19-A	5-9	27-24	2-7	15-10
15-24	31-27	11-15	26-23	25-18
28-19-B	10-14	26-22	14-17	23-14
8-11-Var. 1	25-21	3-7	22-18	16-23
22-17-C	9-13	32-28	17-21	10-6
10-14	18-9	7-10	20-16	23-26
17-10	13-6	23-19	6-9	6-1
6-24	21-17	6-9	13-15	26-30
27-20	11-15	17-13	21-25	1-15
9-13-D	27-24	9-14	18-14	30-21
21-17	4-8	24-20	25-30	15-10
13-22	24-19	15-24	14-9	21-25
25-18	15-24	28-19	30-25	Drawn
7-10	20-27	1-6	16-11	

Variation No. 1

9-14	11-15	7-10	7-10	11-15
22-18-Var. 2	19-10	14-7	15-11	19-16
6-9	6-15	3-19	16-7	15-19
26-22	23-18	32-28	28-24	16-23
9-13	15-22	4-8	6-9	10-15
18-9	25-18	30-26	24-19	22-17
13-6	1-6	2-7	7-11	15-18
22-18	29-25	31-27	26-22	17-10
8-11	12-16	8-11	9-14	18-27
18-14	27-24	27-24	18-9	Drawn
10-17	16-19	11-16	5-14	
21-14	24-15	24-15	25-21	

Variation No. 2

22-17	15-24	26-22	12-16	32-23
8-11	20-27	11-15	21-17	19-24
25-22	7-11	23-18	16-19	21-17
11-15	17-13	14-23	17-13	24-28
29-25	11-16	27-11	2-6	23-18
15-24	22-17	10-14	30-26	16-19
27-20	3-8	17-10	11-16	17-14

4-8	25-22	6-8	13-9	19-24
31-27	8-11	13-9	6-13	26-23
8-11	22-18	20-24	18-14	28-32
27-24	16-20	9-5	13-17	14-10
11-15	18-9	8-11	14-21	24-27
24-19	5-14	22-18	24-27	Drawn

Notes

(A) The Second Double Corner or Regular Second as it is sometimes known is very weak for the White side, and as such is a defensive opening. The game, however, cannot be won against the strongest maneuvers and should be played over and over again in its various ramifications until complete mastery is attained. The Checker Master is he who plays the weakest openings as well as the strongest with comparative ease.

(B) 27-20 is always a weak exchange in an opening game, and is doubly weak here in an already unfortunate position for White.

(C) White's strongest answer, yet, the text play develops the draw.

(D) 11-15 gives White a chance to play 23-19 thereby retreating and re-grouping in a safe defensive position. The text play is a defensive one, nevertheless, strong.

GAME NO. 35

11-15, 24-20

11-15	22-18-E	6-9	23-32	15-18
24-20-A	14-23	17-14	1-6	22-15
15-19	27-18	9-18	17-13-G	9-14
23-16	10-14-F	32-27	7-10	24-19
12-19	18-9	18-22	21-17	14-17
B-22-18-Var. 1	6-13	26-17	8-11	15-10
C-8-11-Var. 2	25-22	15-18	28-24	17-22
25-22	11-15	30-26	11-15	10-6
4-8	22-17	18-22	17-14	22-25
29-25-D	13-22	20-16	10-17	6-2
9-14	26-17	22-24	13-22	25-29
18-9	2-6	16-23	6-9	Drawn
5-14	31-26	24-27	32-28	

Variation No. 1

22-17	24-15	23-16	19-16	19-16
8-11	7-10	8-12	13-17	11-15
17-13	32-27	26-23	23-19	16-12
9-14	10-19	12-26	17-22	7-11
25-22	27-23	30-23	18-25	20-16
14-17-H	2-7	6-9	21-30	11-20
21-14	23-16	13-6	16-12	12-8
10-17	8-12	1-10	30-16	15-18
22-18	31-27	28-24	12-19	Drawn
17-21	12-19	5-9	10-14	
27-24	27-23	24-19	29-25	
4-8	3-8	9-13	14-17	

Variation No. 2

9-14	27-23	19-26	19-16	14-17
18-9	8-12	30-23	2-6	21-14
5-14	23-16	6-9	16-7	10-17
25-22	12-19	29-25	10-3	23-19
10-15	31-27	9-14	24-19	17-21
22-18	3-8	28-24	15-24	18-14
14-23	27-23	1-6	20-27	21-25
27-11	8-12	25-22	6-10	19-15
8-15	23-16	6-10	27-23	Drawn
32-27	12-19	23-19	3-7	
4-8	26-23	7-11	22-18	

Notes

(A) Forms the Ayrshire Lassie. This opening gives an even game and has a tendency to run into the Bristol when 15-19 is taken on Black's second play. Many experts prefer the White Side as there are several opportunities for developing a tricky game. The opening is popular.

(B) 22-17 is frequently taken, many players preferring it to 22-18 as this formation is slightly easier to draw by White.

(C) 9-14 is certain to insure Black a draw but 8-11 is a stronger force play.

(D) 27-24 is as good as the text play.

(E) 27-23 is almost as strong giving White an even game although a defensive one.

(F) Black's strongest reply.

(G) 17-14 loses for White. If 17-14: 8-11, 28-24, 11-15, 32-27, 15-19, 24-15, 7-10, 14-7, 3-19, 21-17, 6-9, Black wins.

(H) 11-15 is favorable for Black and is the move nearly all experienced players take here, yet, 11-16 is equally safe.

GAME NO. 36

11-16, 21-17

11-16	28-19	11-18	17-13	22-29
21-17-A	2-6	26-22	4-8	32-27
9-13-Var. 1	30-26	6-9	13-9	29-22
25-21	7-11	22-15	2-13	19-16
B-5-9-Var. 2	17-14	12-16	10-7	22-29
29-25	9-18	19-3	8-11	27-23
10-15	22-15	9-14	7-16	29-22
23-19	11-18	3-17	13-22	23-18
16-23	26-22	13-29	16-12	22-20
26-10	3-7	15-10	1-6	12-8
6-15	22-15	29-11	27-23	Drawn
24-19	7-11	21-17	6-10	
15-24	31-26	11-2	23-19	

Variation No. 1

9-14	7-10	1-10	11-15	8-11
25-21	22-18	29-25	18-11	16-7
16-19	15-22	2-6	8-15	10-3
23-16	25-18	25-22	26-22	22-17
12-19	5-9	8-11	9-14	14-18
24-15	18-14-C	22-18	23-19	Drawn
10-19	9-18	6-9	15-24	
17-10	27-23	32-27	28-19	
6-15	18-27	3-8	4-8	
30-25	31-6	27-23	19-16	

Variation No. 2

6-9	31-27	8-11	32-27	25-30
29-25-D	2-7	15-8	16-20	7-2
9-14	27-18	4-11	21-17	5-9
23-18-E	7-10	25-22	14-21	13-6
14-23	18-15	7-10	18-15	12-16
27-18	10-19	30-26	9-14	19-12
10-14	24-15	6-9	15-11	30-1
17-10	3-7	24-19	13-17	Drawn
7-23	28-24	10-14	22-13	
26-19	1-6	26-23	21-25	
16-23	22-18	11-16	11-7	

Notes

(A) Termed the Bristol Switcher or Newcastle. This opening is very weak for White and is considered by experts to be a loss: it may be drawn, however, by correct play at every move.

(B) If 10-15, then 22-18, 15-22, 23-18, 22-15, 24-20, 13-22, 20-25, and positions are identical.

(C) If 18-15: 19-23, and White loses, being compelled to take the greater number of pieces, 15-13.

(D) 23-18 is also safe here, being just as good as the text play.

(E) White's only safe move.

GAME NO. 37

11-16, 22-17

11-16	29-25	3-8	19-10	7-11
22-17-A	4-8	25-22	6-22	16-7
16-19-Var's. 1 & 2	22-17	8-11	17-26	10-3
24-15	7-10	27-24	11-15	26-22
10-19	26-23	16-20	13-6	3-7
23-16	19-26	22-18	1-10	27-23
12-19	30-23	20-27	32-27	7-11
17-13-B	11-16	31-24	2-7	22-17
9-14	28-24	5-9	20-16	15-18
25-22	8-12	24-20	12-19	17-10
8-11	24-19	10-15	23-16	18-27
				Drawn

Variation No. 1

8-11	22-17	19-24	30-23	10-14
24-19-C	4-8	17-13	20-24	1-5
11-15	17-10	9-14	13-9	14-17
17-13	6-15	22-17	3-7	5-27
15-24	29-25	14-18	17-14	22-25
27-11	8-12	26-22	24-28	27-20
7-16	25-22	18-25	9-5	16-19
28-24	12-16	21-30	7-11	20-31
16-19	22-17	15-18	14-9	17-21
24-15	16-20	31-26	11-16	31-26
10-19	26-22	18-22	9-6	19-24
23-16	5-9	26-23	1-10	26-31
12-19	13-6	22-26	23-18	Drawn
25-22	2-9	23-19	15-22	
9-14	30-26	24-15	5-1	

Variation No. 2

9-14	16-19	12-16	2-6	6-10
24-19	24-15	21-17	22-17	23-19
8-11	10-19	16-20	6-9	15-18
25-22	23-16	26-23	13-6	27-23
11-15	12-19	19-26	1-10	18-27
29-25-D	22-17	30-23	17-13	24-31
15-24	8-12	7-11	5-9	10-14
27-11	17-10	22-18	13-6	19-15
7-16	6-15	15-22	10-1	Drawn
17-13-E	25-22	17-26	32-28	
4-8	3-7	11-15	1-6	
28-24	31-27	26-22	28-24	

Notes

(A) Completes the Bristol Regular, with the first player having a slight edge.

(B) 25-22 is strong for White here. 17-14 is also popular and White follows-up with 27-24.

(C) 17-14 and 25-22 are likewise safe. Both moves are taken by the experts at this point.

(D) 17-13 is safe for White.

(E) 31-27 is used effectively by some of the good players.

GAME NO. 38

11-16, 22-18

11-16	25-22	9-14	17-13	17-26
22-18-A	8-11	18-9	1-6	23-30
16-19-Var. 1	27-23	13-6	23-19	28-32
23-16	4-8	24-19	7-11	19-15
12-19	29-25	8-12	26-23	32-14

24-15	5-9	31-27	3-7	15-8
10-19	24-20	6-9	23-18	14-18
21-17-Var. 2	2-7	27-24	7-10	8-4
7-10-B	28-24	11-15	30-26	18-29
18-15	9-13	20-16	10-14	30-26
9-14	22-18	10-14	26-23	21-25
15-24	6-9	19-17	14-17	4-15
14-21	25-22	12-28	32-27	Drawn

Variation No. 1

10-14	9-13	11-15	12-16	17-21
26-22	30-23	32-28	19-12	26-22
7-10-Var. 3	5-9	4-8	3-8	6-9
22-17	29-25	24-19	12-10	23-19
16-19	9-14	15-24	6-13	9-13
24-15	18-9	28-19	23-18	18-14
10-26	13-6	2-7	13-17	13-17
17-10	21-17	25-22	31-26	22-13
6-22	8-11	8-11	1-6	21-25
25-18	28-24	22-18	27-23	Drawn

Variation No. 2

27-24	21-17	32-27	14-10	Drawn
7-10	8-11-C	11-15	19-23-D	
24-15	17-14	18-11	27-11	
10-19	3-8	8-15	6-8-E	

Variation No. 3

6-10	24-19	4-8	27-11	10-17
22-17	11-16	30-25	16-23	21-14
9-13	29-25	8-11	31-27	7-11
18-9	7-10	25-22	12-16	23-19
13-6	14-7	11-15	27-18	1-5
17-14	3-10	28-24	20-27	19-15
10-17	22-17	6-9	32-23	11-16
21-14	5-9	13-6	16-7	Drawn
8-11	25-21	2-9	22-17	
25-22	9-14	23-18	9-13	
16-20	17-13-F	14-23	17-14	

Notes

(A) The Bristol Single helps to augment the theory that whenever the proper moves are made on either side of the board the game invariably leads to a draw.

(B) 19-23 is frequently taken here, and followed-up with 9-14. Black's double corner is weakened, although the game may be drawn with strong play.

(C) 6-10 is safe for Black.

(D) The usual move taken at this point for the draw.

(E) Completes the Black opening defense which is popular among New York experts, such as Eugene Mctee. Many players prefer the defense given in the first game on this opening as the moves are more natural and less devoid of intricate complications. The pieces are still even; neither side has a winning advantage. The game leads to a draw.

(F) If 30-25, then 20-24, 27-11, 10-15, 11-9, 6-29, 23-18, 29-24, 28-19, and White has a slight advantage.

GAME NO. 39

11-16, 23-18

11-16	19-15	8-11	25-22	10-14
23-18-A	4-8	25-22	5-9	16-7
16-20-Var. 1	21-17	7-10	27-24	14-32
24-19	13-22	22-18	12-16	7-3
B-10-14-Var. 2	18-25	2-6-E	31-27	20-27
26-23	8-11	30-25	10-15	3-8
8-11-C	15-8	10-15-F	27-23	15-19
22-17	16-19	19-10	16-20	22-17
11-16	23-16	6-22	32-27	27-31
17-10	20-4	25-18	1-6	17-14
6-22	28-24-D	3-7	23-19	9-18
25-18	4-8	29-25	6-10	8-29
9-13	24-19	7-10	19-16	Drawn

Variation No. 1

8-11	29-25	15-24	23-19	18-25
18-14	11-15	23-18	6-10	29-22
9-18	24-19	14-23	31-26	1-5
22-8	15-24	26-28	2-7	24-20
4-11	28-19	10-14	21-17	5-14
21-17	7-11	30-26	14-21	22-18
16-20	25-21	3-7	13-9	14-16
25-22	11-15	26-23	21-25	20-2
5-9	27-24	7-11	22-29	10-15
17-13	20-27	28-24	15-18	Drawn
9-14	32-23	11-15	26-22-G	

Variation No. 2

10-15	22-8	5-9	25-9	1-6
19-10	4-11	26-23	1-5	32-27
7-23	26-23	6-10	9-6	6-10
27-18	11-15	17-13	10-1	27-23
8-11	25-22	9-14	23-18	5-9
21-17	16-19	30-25	7-10	28-24
12-16	23-16	2-7	18-14	Drawn
18-14	20-11	22-18	10-17	
9-18	31-26	15-22	13-22	

Notes

(A) The Bristol Cross opening is safe for White or Black, and much strong play may be forced from either side determinable by the skill of the two players as the game contains its share of intricate variations.

(B) If 7-11, then 19-16, 12-19, 27-24, and White wins. If 8-11: 19-15, 10-19, 27-24, 20-27, 31-8, 4-11, 18-14, and White wins. 10-15 is necessarily Black's strongest answer, though 9-14 will draw with proper play.

(C) 6-10 is also good. The strongest plays follows: 22-17, 9-13, 18-14, 13-6, etc.

(D) Neither side now has an appreciable advantage, therefore White may go 25-22, 27-23, or 28-24. 28-24 is slightly stronger than the other two moves as this presages an attempted attack on Black's single corner.

(E) 5-9 loses for Black: 5-9, 18-15, 11-18, 19-16, 12-19, 27-23, and White wins.

(F) If 5-9: 19-15, 10-19, 18-14, 9-18, 27-23, and White wins.

(G) If 9-6: 12-16, 6-22, 16-30, and Black wins.

GAME NO. 40

11-16, 23-19

11-16	30-23-D	2-7	21-17	7-11
23-19-A	7-10	19-15	11-15	31-26
16-23	25-22	9-13	28-24	11-15
27-18-B	6-9	15-8	6-9	19-16
9-14-Var's. 1&2	24-19	4-11	17-13	12-19
18-9	8-11	18-9	9-14	23-16
5-14	29-25	5-14	24-19	14-18
26-23-C	10-14	22-18	15-24	16-12
14-18	22-18	7-10	32-28	18-23
23-14	1-5	18-9	3-7	26-19
10-26	25-22	13-6	28-19	15-24
				Drawn

Variation No. 1

12-16	13-22	9-14	15-24	3-7
22-17	26-17	17-13	28-19	19-15
9-14	2-6	16-19	8-11	21-25
18-9	29-25	26-23	16-7	14-9
6-22	7-11	19-26	10-3	7-10
25-18	14-7	30-23	25-22	9-2
5-9	3-10	1-6	14-17	10-19
21-17	24-20	23-19-E	22-18	Drawn
9-13	6-9	11-15	17-21	
18-14	31-26	20-16	18-14	

Variation No. 2

8-11	24-15	9-13	18-14	3-10
18-14	10-19	24-19	7-11	29-25
9-18	26-23	7-11	15-8	10-14
22-8	19-26	22-18	12-3	13-9
4-11	30-23	10-14	21-17	19-23

24-20	6-10	18-9	16-19	27-18
11-16	31-27	13-6	32-27	14-23
20-11	5-9	23-18	1-5	9-6
7-16	25-22	11-16	17-13	Drawn
28-24	2-7	19-15	6-10	
16-19	27-24	3-7	14-7	

Notes

(A) Forms the Bristol Book, one of the weaker openings for White. This game may be drawn against the expert with careful play.

(B) 26-19 is weak for White.

(C) White's best play to strengthen a weak position.

(D) The player must be careful when moving the piece from Square No. 30. It is usually unsafe to play it in the early part of the game.

(E) If 25-22, 6-9, and Black wins.

GAME NO. 41

11-16, 24-19

11-16	11-16	10-15	16-23	7-10
24-19-A	22-17	18-11	27-18	14-7
8-11	9-13	16-7	20-27	3-10
22-18	18-9	23-18	32-23	31-27
10-14	13-22-E	4-8	12-16	10-14
26-22-Var. 1	26-17	29-25	17-13	18-9
7-10-B	6-22	8-11	6-9	5-14
30-26-C	25-18	25-21	13-6	27-24
16-20	2-6	11-16	1-17	16-20
28-24-D	21-17	18-14	21-14	24-19
				Drawn

Variation No. 1

25-22-F	25-18	18-9	31-26	24-19
G-4-8-Var. 2	10-14	1-5	12-16	14-18
22-17	18-9	27-18	24-20	19-12
9-13	5-14	5-23	8-11	18-27
17-10	29-25	31-27	26-23	20-16
6-22	3-7	23-26	10-14	11-20
26-17	25-22	22-31	27-24	12-8
13-22	7-10	11-15	18-27	27-32
30-25	23-18	28-24	32-23	8-4
7-10	16-23	15-18	2-6	Drawn

Variation No. 2

16-20	9-13	7-10	10-17	20-27
22-17	17-14	14-7	13-22	18-11
9-13	1-5	3-10	11-15	27-31
17-10	29-25	22-17	28-24	11-8
6-22	13-17	4-8	8-11	31-13
26-17	19-16	27-23	32-27	8-4
13-22	12-26	15-19	11-16	Drawn

30-26	31-13	23-16	27-23
5-9	11-15	20-11	16-20
26-17	25-22	17-14	23-18

Notes

(A) Forms the Bristol Second, also known as the Paisley. This game gives both sides an even chance. It is one of the major openings and is popular with experienced players as it gives scope for much brilliant play.

(B) Many experts move 16-20 or 4-8 here. Both moves are very strong and are as effective as the text play.

(C) 30-26 is the only safe move for White at this point.

(D) The only move for White. If 22-17, then 10-15 wins for Black. The White double corner is weakened, and Black forces the crowning of a King by that route to win with flying colors.

(E) If 5-14, then 32-28, 13-22, 25-9, 6-13, 19-15, 10-19, 24-15, and White is safe.

(F) This move is equally as strong as 26-22. Many experts take it as the draw is less difficult for White.

(G) 6-10 has been used effectively against inexperienced players but is very embarrassing to Black if 22-17 is taken immediately. The moves follow: 9-13, 18-9, 13-22, 26-17, 5-14, and 29-25 will make it very difficult for Black to draw.

GAME NO. 42

11-16, 24-20

11-16	29-25	16-20	22-18	5-9
24-20-A	11-16	30-26	15-22	22-17
16-19	20-11	10-15	17-26	12-16
23-16	7-16	31-27	10-15	17-14
12-19	27-24	2-7	26-22	9-18
22-17-B	3-7	26-23	14-17	27-24
8-11	24-15	19-26	21-14	20-27
17 13	10-19	22-31	6-9	32-14
C-4-8-Var. 1	22-17	7-10	13-6	Drawn
25-22-D	7-10	25-22	1-26	
8-12-Var. 2	26-22	9-14	31-22	

Variation No. 1

11-16-E	10-19	7-11	11-16	28-32
20-11	17-10	29-25	26-23	23-19
7-16	7-14	11-16	16-20	6-9
25-22	32-27	31-26-F	24-19	13-6
4-8	5-9	16-20	10-15	1-10
22-17	27-24	26-23	17-10	17-3
8-12	3-7	12-16	15-24	32-28
26-22	24-15	30-26	10-7	19-16
2-7	7-10	16-19	24-28	20-11
27-24	15-11	23-16	7-3-G	Drawn
9-14	16-7	20-11	9-14	
24-15	22-17	28-24	3-17	

Variation No. 2

9-14	18-25	12-19	15-18	5-9
22-17	21-30	26-23	24-19	11-8
8-12	5-9	19-26	18-23	9-14
27-24	27-23	30-23	19-15	8-3
10-15	2-7	15-18	23-21	14-18
17-10	23-16	29-25	15-8	20-16
7-14	12-19	18-27	7-11	25-29
32-27	31-27	24-31	8-15	16-11
14-18	9-14	6-10	21-25	Drawn
30-25	27-23	28-24	13-9	
3-8	8-12	10-15	14-5	
25-22	23-16	31-26	15-11	

Notes

(A) The Bristol Lassie favors Black. Many experienced players like the White side in this opening and though Black succeeds in getting an early grip on the White Double Corner the advantage cannot be maintained indefinitely as the second player can force the draw.

(B) 22-18 is very popular here for White.

(C) 11-16 at this stage is preferred by the average player and is as strong as 4-8 without leading to a more intricate game.

(D) 21-17 is recommended as an effective play.

(E) 11-16 is frequently taken here and may be used in similar games to put White on the defensive at this point.

(F) If 31-27, then 10-15 wins for Black.

(G) If 23-18, then 9-14, 18-2, 28-32, and Black threatens 1-6 on the next play, to "Kill" the White King and afterwards to "steal" the piece on the Great Central Line or to crown another King any one of which should indicate the draw.

GAME NO. 43

12-16, 21-17

12-16	26-22	10-14	23-16	11-15
21-17-A	11-15	29-25	11-15	17-14
B-16-20-Var. 1	30-25	6-10	32-27	10-17
17-13-Var. 2	15-24	25-22	20-11	21-14
11-15	28-19	4-8	27-24	15-19
22-18	14-17	30-26	14-18	24-15
15-22	25-21	2-7	31-26	7-10
25-18	17-26	22-17	18-25	14-7
9-14-C	23-30	8-11	21-30	3-19
18-9	7-11-D	26-22	15-18-E	Drawn
5-14	19-16	1-6	26-22	
24-19	11-15	27-23	18-25	
8-11	16-12	15-19	30-21	

Variation No. 1

8-12	11-15	7-11	9-14	3-7
17-14	27-23-G	28-24	30-25	18-9
9-18-F	5-9	2-7	14-7	13-6
22-8	23-16	26-23	25-21	28-24
4-11	15-18	9-13	11-15	6-9
24-20	22-15	31-26	21-14	24-19
16-19	10-12	1-5	10-17	9-13
23-16	29-25	32-28	19-10	19-16
12-19	6-10	5-9	7-14	12-19
25-22	25-22	24-19	22-18	23-16
				Drawn

Variation No. 2

25-21	23-18	29-25	27-24	23-16
11-15	15-22	8-12	5-9	12-19
17-13-Var. 3	26-17	26-23	13-6	22-18
8-11	7-11	15-18	1-10	19-24
22-17	24-19	24-20	25-22	18-15
9-14	11-15	18-27	11-16-H	24-27
26-22	27-24	32-23	24-19	15-11
4-8	20-27	10-15	15-24	27-31
22-18	31-24	17-10	28-19	11-8
15-22	8-11	15-24	10-15	31-24
17-26	30-26	20-27	19-10	Drawn
11-15	3-8	6-15	16-19	

Variation No. 3

23-18	11-15	4-9	14-18	24-31
9-14	30-25	5-14	26-23	14-17
18-11	15-24	29-25	18-25	31-26
8-15	23-19	10-15	21-30	17-21
17-13	24-15	25-22	10-14	25-22
7-11	13-9	1-6	30-25	10-14
26-23	6-13	32-28	15-18	26-23
4-8	22-17	6-10	24-19	14-17
24-19	13-22	31-26	7-10	22-13
15-24	25-4	2-7	27-24	21-25
28-19	3-8	28-24	18-27	Drawn

Notes

(A) Forms the Dundee Switcher. Black has a slight advantage in this opening.

(B) 16-19 is the strongest reply and will give Black an edge on position. 16-20 and 9-13 are good but these plays present no problem for White.

(C) 8-11 is strong but 9-14 is somewhat more aggressive.

(D) When your opponent has pieces on Squares 21 and 13, and it is possible to move one of your own men to Square 14 to make these two pieces inactive for the time being, or if a corresponding position occurs

on the other side which would entail the placing of a piece on Square No. 19, the player usually finds it to his advantage to obtain possession of said squares to augment the strength of his game.

(E) Black's only answer.

(F) 10-17 is also very good for Black.

(G) 22-17 is weaker, for then Black forces the exchange 19-24, and White is put on the defensive being compelled to play an uphill game the rest of the way.

(H) Black's best move to draw.

GAME NO. 44

12-16, 22-17

12-16	11-15	5-9	16-19	25-30
22-17-A	22-17	17-10	23-16	23-18
B-16-19-Var. 1	4-8	6-15	20-11	30-21
23-16-Var. 2	26-23	13-6	27-23	13-9
11-20	7-11-D	1-10	15-19	21-14
25-22-C	25-22	21-17	24-6	9-6
9-14	15-18	2-7	7-10	Drawn
29-25	22-15	31-26	6-15	
8-11	10-26	11-16	11-25	
17-13	30-23	26-22	17-13	

Variation No. 1

16-20	16-19	7-10	7-10	24-22
17-14	23-16	24-19	26-22	16-12
10-17	12-19	8-11	1-6	22-25
21-14	24-15	22-18	30-25	12-8
9-18	6-10	10-14	6-9	9-14
23-14	15-6	18-9	22-18	23-19
8-12	2-25	5-14	14-17	25-29
26-23	29-22	27-23	25-21-E	8-3
11-16	4-8	3-7	20-24	Drawn
25-22	28-24	31-26	21-16	

Variation No. 2

24-15	13-6	24-19	25-21	17-13
11-18-F	2-18	15-24	11-15	18-22
23-14	30-26	28-19	27-24	13-9
9-18	5-9	18-23	18-27	22-26
28-24	25-22	19-15	24-31	9-6
10-15	18-25	11-18	15-24	26-31
17-13	21-30	26-19	20-27	27-23
8-11	9-14	8-11	10-15	19-26
24-20	27-24	31-27	31-26	6-2
4-8	3-8	7-10	12-16	31-20
26-23	29-25	30-26	26-22	2-6
8-12	1-6	6-9	15-19	26-31
23-14	32-28	26-23	22-17	6-15
6-9	14-18	9-14	14-18	Drawn

Notes

(A) The Dundee Regular is an even game for both sides. It is one of the less popular openings as there is not much chance for initiative in the early stages of the game.

(B) 16-20 and 8-12 may also be taken here.

(C) This move occasionally carries the game into Switcher formations and is indispensable to White.

(D) 8-11 and 8-12 are strong moves which lead to a draw, though neither of these can be considered as "force" moves against White's best replies.

(E) If 25-22: 17-26, 23-30, 20-24, 19-28, 10-15, and the game is drawn.

(F) 10-19 leads to a more natural game for Black. The text play 11-18 gives Black the initiative.

GAME NO. 45

12-16, 22-18

12-16	25-22	10-15	32-14	15-19
22-18-A	8-11	19-10	11-15	29-25
B-16-19-Var. 1	26-23	6-22	21-17	19-24
24-15	7-10	30-26	4-8	27-23
10-19	22-18	2-6	17-13	24-28
23-16	6-9	26-17	8-12	25-22
11-20	24-19	6-9	13-9	3-7
28-24	9-13	17-14	12-16	22-17
9-14	18-9	9-18	9-5	20-24
18-9	13-6	27-24	16-20	17-13
5-14	23-18	20-27	31-27	1-6
				Drawn

Variation No. 1

10-14	18-9	1-5	30-26	7-10
24-20-C	11-27	29-25	8-11	24-19
7-10-Var. 2	32-23	5-14	23-18	3-8
26-22	5-14	25-22	6-9	21-17
10-15	20-11	4-8	28-24	14-21
27-24	8-15	22-18	2-7	18-15
15-19	22-18	6-10	31-27	11-18
24-15	15-22	18-9	10-14	23-5
9-13	25-9	13-6	26-23	21-25
				Drawn

Variation No. 2

8-12-D	25-22	7-11	24-19	21-25
26-22	18-25	8-15	15-24	13-9
7-10	21-30	6-9	20-27	25-29
22-17	8-11	13-6	12-16	9-5
11-15-E	29-25	1-17	27-24	29-4

18-11	5-9	31-26	16-20	19-16
16-7	25-22	3-7	24-19	20-11
17-13	10-15	27-23	7-10	5-1
14-18	28-24	7-11	30-25	10-14
23-14	9-14	32-28	17-21	26-22
9-18	26-23	2-7	25-22	Drawn
30-26	15-19	28-24	14-17	
4-8	24-8	11-15	22-13	

Notes

(A) Completes the Dundee Single, a favorable opening for either side, neither player having a winning advantage in the early game.

(B) 16-20 leads to a difficult draw for Black and is not recommended here.

(C) This play gives White the edge on position temporarily, because of the pressure upon the Black single corner; the advantage, however, cannot be retained.

(D) 8-12 is popular here and leads to a very interesting line of play, with Black somewhat on the defensive.

(E) Black's only move.

GAME NO. 46

12-16, 23-18

12-16	6-10	20-24	10-14	15-19
23-18-A	26-23	27-20	24-19	14-9
16-20-B	5-9-Var. 2	19-23	6-10	19-23
26-23	21-17	29-25	26-23	9-6
9-13-Var. 1	10-15	23-26	11-15	1-10
30-26-C	18-14-E	14-9	23-18	17-14
10-15	9-18	13-6	14-16	10-17
24-19	23-14	17-13	20-18	21-14
15-24	15-18	26-17	2-7	23-27
28-19	22-8	13-22	22-17	14-9
8-12	3-19	8-11	7-11	27-32
19-16-D	25-22	28-24	18-14	9-6
12-19	4-8	7-10	10-15	Drawn
23-16	32-28	31-26	25-21	

Variation No. 1

8-12	21-14	6-10	28-24	2-7
22-17	9-18	14-7	15-18	27-24
11-15	23-14	3-10	22-15	18-22
18-11	16-23	26-23	16-19	24-20
7-16	27-18	10-14	23-16	17-21
24-19	8-11	18-9	20-18	16-11
4-8	32-27	5-14	24-19	7-16
17-14	12-16	25-22	14-17	20-11
10-17	30-26	11-15	19-16	Drawn

Variation No. 2

4-8	13-22	9-25	14-17	13-17
16-12	25-27	21-30	20-16	8-12
5-9	11-15	2-6	17-19	23-27
32-28	27-23	31-26	16-7	24-31
1-5	7-10	6-10	3-10	17-21
27-24	24-20	26-23	12-8	31-26
20-27	8-11	5-9	15-18	21-25
23-32	29-25	30-26	8-3	26-22
10-14	10-14	10-14	10-15	25-29
28-24	25-22	26-22	3-8	12-16
14-23	14-18	9-13	19-23	18-25
22-17	23-14	32-27	27-24	16-30
				Drawn

Notes

(A) The Dundee Cross develops a draw in its strongest variations but in the majority of lines of play White has the edge. The opening frequently runs into the Kelso. Acquaintance with this game therefore familiarizes the player with many of the subtleties in an opening seldom tackled by experts.

(B) 10-15 is very strong for Black, but is often avoided as it restricts the scope of play on either side, necessitating greater accuracy in moving on the part of Black.

(C) It is usually unsound to make this move in the early stages of the game but occasionally the play may be taken when position warrants. In the Denny Opening the corresponding play 3-7 made at the right time gives Black a well nigh invincible game.

(D) 18-14 is somewhat stronger for White.

(E) If 16-12, then 11-16, 12-10, 7-30 and White loses.

GAME NO. 47

12-16, 23-19

12-16	30-23	15-24	25-22	15-18
23-19-A	6-9	28-19	15-24	6-1
16-23	17-13	8-11	20-27	23-27
27-18-B	10-15	22-18	10-15	31-24
C-11-15-Var. 1	13-6	4-8	23-19	18-22
18-11	1-10	18-9	15-24	1-15
7-16-D	25-22	13-6	27-20	22-26
24-20-E	5-9	21-17	7-10	15-4
16-19	28-24	6-9	22-18	26-31
22-17	9-13	17-13	14-23	Drawn
9-14-Var. 2	32-28	9-14	13-9	
26-23	2-7	29-25	10-15	
19-26	24-19	11-15	9-6	

Variation No. 1

9-13	31-26	10-14	24-20	11-15
18-14	9-18	18-9	11-15	19-10
10-17	26-23	5-14	30-26	14-7

21-14	2-6	25-22	15-24	23-19
6-9	23-14	3-7	20-27	17-22
32-27	6-9	24-19	10-14	19-15
9-18	30-26	14-17	27-24	22-25
22-15	9-18	28-24	4-8	15-11
11-18	26-23	17-26	23-19	7-16
26-23	18-22	23-30	8-11	20-11
1-6	25-18	8-11	26-23	Drawn
23-14	7-10	27-23	13-17	
6-9	29-25	7-10	24-20	

Variation No. 2

10-15	1-6	18-27	15-24	15-19
17-13	26-23	32-23	20-27	2-20
9-14	19-26	11-15	10-15	32-9
25-22	30-23	26-22	27-23	20-2
14-17	6-10	15-24	4-8	9-32
21-14	17-13	20-27	23-18	22-18
6-9	9-14	10-15	14-23	32-14
13-6	28-24	27-24	13-9	2-6
2-25	8-11	3-7	23-27	19-23
29-22	31-26	23-19	9-6	6-15
5-9	15-18	7-10	27-32	Drawn
22-17	24-19	24-20	6-2	

Notes

(A) The Dundee Book is decidedly in favor of the first player. It is a very weak opening for White, requiring the skill of an experienced artist in the game to force a draw against the expert.

(B) 26-19 is weak for White as there is no chance of an advantageous exchange from the Double Corner.

(C) If 9-14: 18-9, 5-14, and 26-23, giving Black a chance to continue the exchange to equalize the position of White.

(D) Black's method of play is pressure on the White Double Corner which was weakened on the second move. If 8-15: 22-18, 15-22, and 25-18 to balance the White side.

(E) 26-23 or 22-18 are both very weak for White. Black counters with 16-20, and prepares to move 8-11 when White attempts to jump against the Black Double Corner.

GAME NO. 48

12-16, 24-19

12-16	11-16-C	13-22	16-19	9-13
24-19-A	17-10	18-25	23-16	18-14
8-12	6-24-Var. 2	1-6	20-4	10-17
22-18	28-19	25-21	25-22	21-14
10-14	9-13	4-8	7-10	6-10
25-22	D-19-15-Var. 3	29-25	26-23	14-7
B-16-20-Var. 1	5-9-E	8-11	4-8	3-10
22-17	21-17	15-8	22-18	Drawn

Variation No. 1

4-8	10-14	1-5	12-16	14-18
22-17	18-9	27-18	24-20	19-12
9-13	5-14	5-23	8-11	18-27
17-10	29-25	31-27	26-23	20-16
6-22	3-7	23-26	10-14	11-20
26-17	25-22	22-31	27-24	12-8
13-22	7-10	11-15	18-27	27-32
30-25	23-18	28-24	32-23	8-4
7-10	16-23	15-18	2-6	Drawn
25-18	18-9	31-26	24-19	

Variation No. 2

6-22	23-14	12-16	21-17	7-11
26-17	16-23	32-27	10-15	24-19
9-13	27-18	7-10	17-14	15-24
30-25	4-8	14-7	6-10	28-19
13-22	29-25	3-10	27-24	1-6
25-18	8-11	17-13	10-17	22-18
5-9	21-17	11-15	13-22	6-10
18-14	2-6	18-11	20-27	Drawn
9-18	25-21	16-7	31-24	

Variation No. 3

29-25	26-22	18-14	21-17	13-15
5-9	6-10	9-18	8-11	7-10
25-22	15-6	23-14	32-28	15-6
7-10	9-2	16-23	2-6	1-10
18-15	18-9	27-18	17-13	Drawn
2-6	13-6	3-7	6-10	
22-18	22-18	31-27	18-15	
10-14	6-9	4-8	11-9	

Notes

(A) Completes the Dundee Second. This opening leads to an even game in most variations. The game has a tendency to run into the Bristol Second.

(B) 16-20 is about the strongest play though 6-10 is hard to beat and 4-8 is next best.

(C) Many players move 9-13 here which is slightly stronger than 11-16, yet, both plays lead to a drawn game.

(D) 29-25 is the usual move here, though 19-15 is just as safe and more aggressive for White.

(E) 4-8 is frequently taken by Black to be followed by: 8-11, 15-8, 16-19, 23-16, 20-4, and thus Black is given opportunity to consolidate the pieces again in a stronger position.

GAME NO. 49

12-16, 24-20

12-16	7-10	16-19	8-11	11-15
24-20-A	32-28	24-15	30-26	27-24
10-15-Var. 1	9-14	11-9	6-10	1-6
22-18-Var. 2	27-24	25-22	24-19	25-22
15-22	10-15	12-16	9-14	14-18
26-17-B	17-10-D	20-11	18-9	24-20
8-12-C	15-18	8-6	5-14	18-25
28-24	23-14	28-24	31-27	21-30
3-8	6-15	4-8	2-7	15-24
24-19	19-10	22-18	29-25	20-27
				Drawn

Variation No. 1

8-12	23-14	3-7	25-21	11-15
E-28-24-Var. 3	10-17	24-19	6-10	26-22
4-8	21-14-Var. 5	15-24	22-18	7-11
23-18	6-10-C	20-27	15-22	17-13
10-15	25-21-H	11-15	26-17	11-16
26-23-Var. 4	10-17	21-17	16-19	13-9
6-10	22-13-I	5-9-K	23-16	14-5
30-26	1-6-J	17-14	12-19	27-23
2-6	29-25	10-17	31-26	19-17
18-14-F	7-10	13-22	8-11	21-7
9-18	27-23	9-14	32-28	Drawn

Variation No. 2

22-17	6-9	23-16	19-26	22-17
15-18	23-14	12-19	30-23	14-21
23-14	9-18	32-27	5-9	13-9
9-18	30-26	4-8	17-13	21-25
26-23	16-19	29-25	9-14	9-5
6-9	25-22	7-10	23-19	25-29
23-14	18-25	27-23	15-24	19-16
9-18	21-30	8-12	28-19	11-15
31-26	11-15	23-16	3-7	16-12
1-6	27-23	12-19	25-22	15-18
26-23	8-12	26-23	7-11	12-8
				Drawn

Variation No. 3

27-24	28-24	26-23	21-16	23-19
4-8	12-16	5-9	9-14	14-18
24-19	31-26	25-22	16-11	19-15
10-15	16-19	2-7	1-6	18-22
19-10	24-15	29-25	30-26	15-10
6-15	11-18	7-10	14-17	22-31

23-19	22-15	25-21	32-27	11-7
16-23	14-17	8-12	6-9	Drawn
26-10	21-14	20-16	27-23	
7-14	9-11	12-17	9-14	

Variation No. 4

21-17-L	6-10	22-18	15-22	31-27
9-14	26-23-M	10-15	25-18	10-14
17-19	5-9	19-17	7-10	18-9
16-14	27-24	13-15	24-19	11-15
24-19	9-13	23-18	2-7	19-10
				7-5
				Drawn

Variation No. 5

22-13	9-14	29-25	3-8	20-18
5-9	22-17	12-16	22-18	29-15
26-22	6-10	31-26	15-29	13-9
16-19	25-22	8-12	24-15	27-31
32-28	1-6	27-23	11-27	Black wins

Notes

(A) The Dundee Lassie favors White because of the immediate cramp upon the Black Single Corner, however, in the different lines of play there are many chances for brilliant maneuver on the part of Black as well as White leading to a draw as an ultimate result.

(B) 25-18 looks stronger for White, yet, 26-17 is far better, for, with this play unless your opponent is an expert you may continue to keep his left corner side cramped until a win is well established. With 25-18, Black goes 7-10 threatening to move 11-15 next or if necessary 8-12 to follow-up with 11-15 taking the Black pieces immediately out of the cramped formation precipitated by White's first move and balancing an otherwise untenable position.

(C) 9-14 looks good but the text play is stronger and avoids more difficult complications.

(D) Text play is best; no advantage gained by 19-10, planning to follow-up with 24-19. Black is bound to break the encirclement.

(E) 27-24 is frequently made which is just as good, but 28-24 is a more threatening move to Black at this stage.

(F) 21-17 looks like a "Killer" for White, and will certainly end in a catastrophe if Black goes 9-13. The proper play is 16-19 taking two for one, and killing the White King as soon as it crowns.

(G) 16-19 loses for Black; White then goes 27-23, and follows-up with 14-10 and 22-18, winning.

(H) 22-17 is weak for White: 5-9, 14-5, 10-14, 17-19, 16-21, and Black breaks out of the cramp in flying colors.

(I) 21-14 is also very strong for White, yet, cannot win against Black's strongest play.

(J) 5-9 loses for Black.

(K) If Black forces the exchange 16-19 White immediately plays 13-9 compelling Black to capture the "Greater Number of Pieces."

(L) This variation at first sight does not seem to offer any particular difficulties for Black as the (two for two exchange) is obvious, yet, it may become very tricky if the best answers are not taken after the "cut," for in this variation of the Dundee Lassie from the first move Black's left side is cramped and must remain so until the early part of the (Middle Game) provided, of course, White replies properly to every move. White cannot hold the cramp, however; and the game must terminate in a draw.

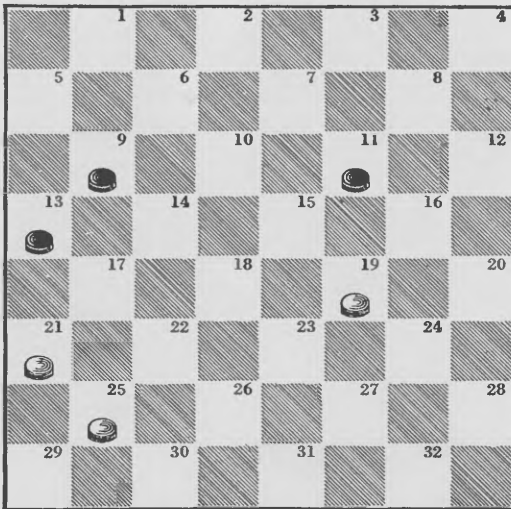
(M) If 27-24: Black goes 2-6, planning to move 12-16, and to follow-up with 14-18. If White after 27-24 moves 26-23, then Black replies 14-18 forcing a "two piece" exchange. In event White goes 32-28 as a follow-up, Black moves 11-15, and breaks out of the cramped formation.

THE PROBLEM SECTION

The portion of the book dealing with problems is of inestimable value to the expert as well as to the beginner. The first six problems given here acquaint the novice with the manner of "jumping the pieces" and the elementary principles for the construction of traps while the others are "problem studies" and are calculated to teach the player to see farther ahead into the intricacies of the game.

The writer has sought to include problems that actually occur when playing, and has selected them from games in which he personally had the opportunity to deal-out the "death-blows." The other brain ticklers which are very few have been devised for the purpose of indoctrinating the student in position analysis.

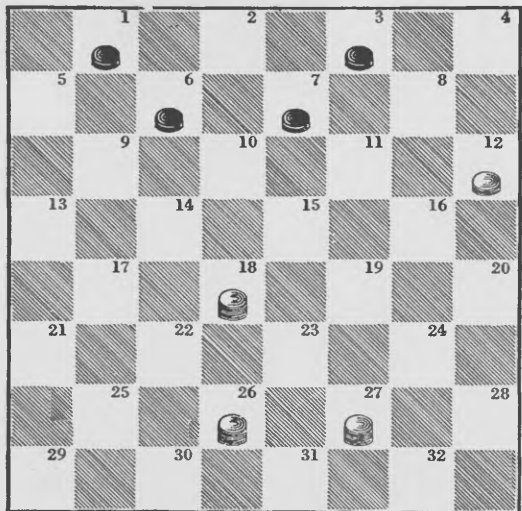
Beginner's Problem No. 1



(Indicating manner of producing the backward jump in which Black goes to the King's Row.)

Black to move and win

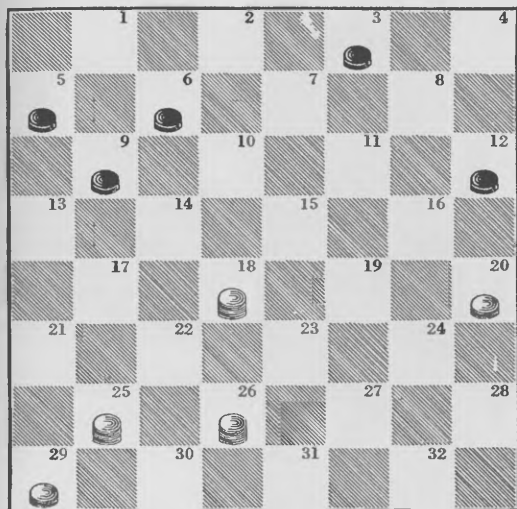
Beginner's Problem No. 2



Illustrating principle of taking the "greater number of pieces" when two jumps occur simultaneously. Black moves 3-8 on the Great Central Line that is guarded by the White King stationed on Square No. 18.

Black to move and win

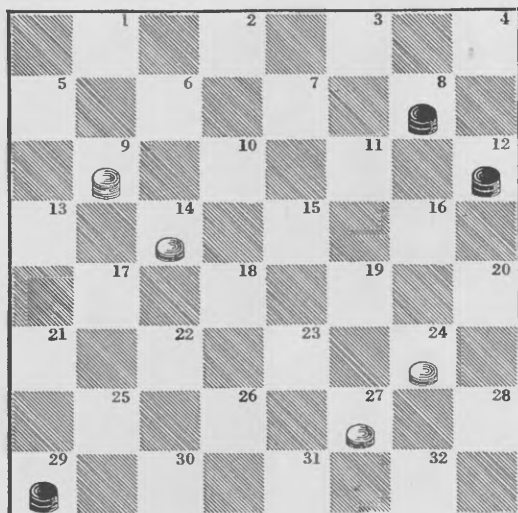
Beginner's Problem No. 3



Black to move and win

The power of the Single Piece is here shown in a sacrifice of three for four, netting Black three Kings in the bargain.

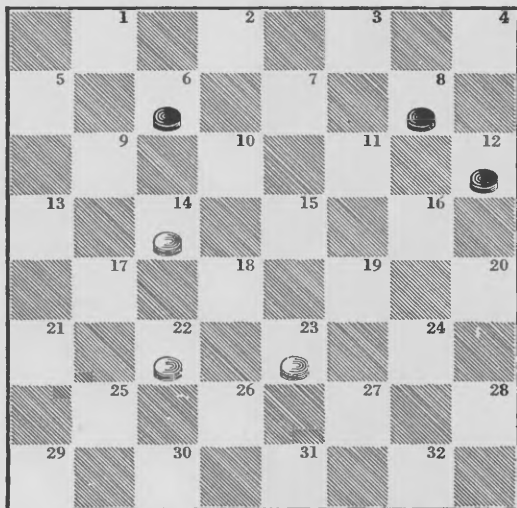
Beginner's Problem No. 4



White wins the position in two consecutive sacrifices, winding up by "killing" the Black King on the Main Diagonal.

White to move and win

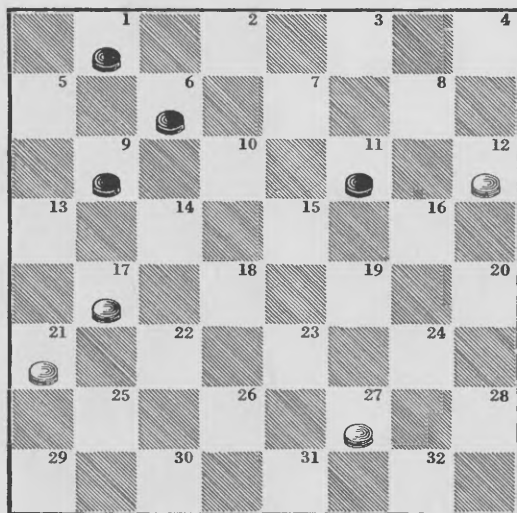
Beginner's Problem No. 5



Another instance of the backward jump in which the exchange is two for three, winning for Black.

Black to move and win

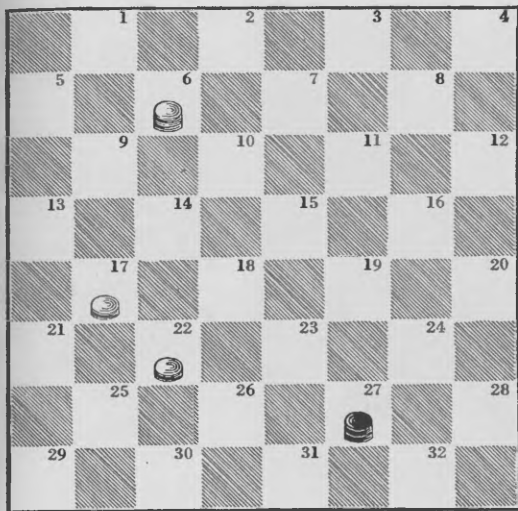
Beginner's Problem No. 6



This problem occurs frequently among beginners (a case of the backward jump) where the King's Row is the prize.

Black to move and win

Problem No. 7

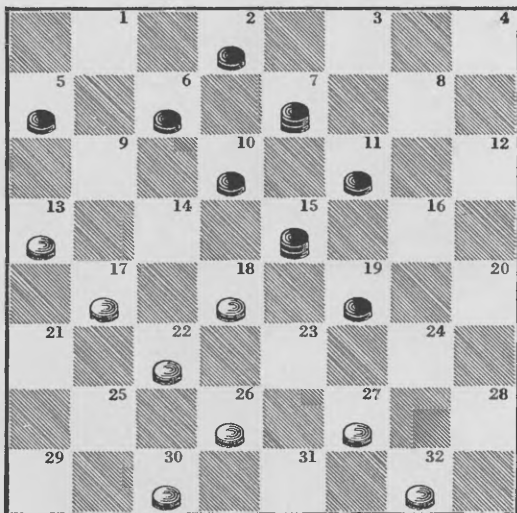


This could well be called the "Second Position" in Minor Polish Draughts, being a position very often seen in the "End Game" and is a highly scientific draw that is often missed. Many good players do not know how to force this draw.

Either side to move and Black to draw

By T. P. Hines

Problem No. 8

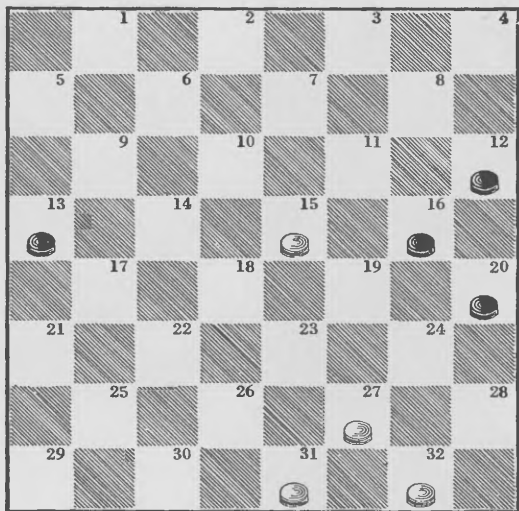


If you do not solve this one in less than five seconds, try again.

White to move and win

By T. P. Hines

Problem No. 9

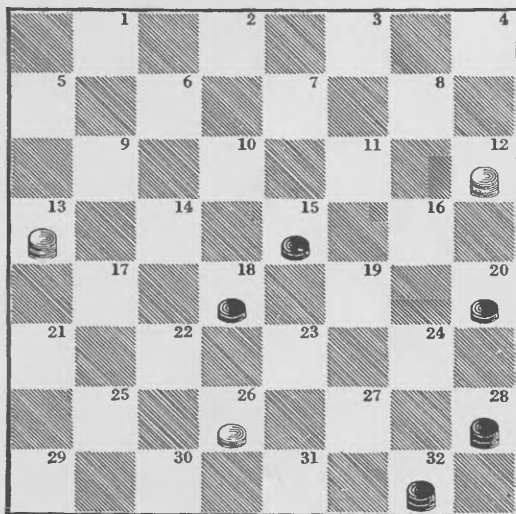


A rather unusual position which occurred when I had the white pieces. Though Black's position looks very precarious, White has only one way to win, in grand style.

White to move and win

By T. P. Hines

Problem No. 10

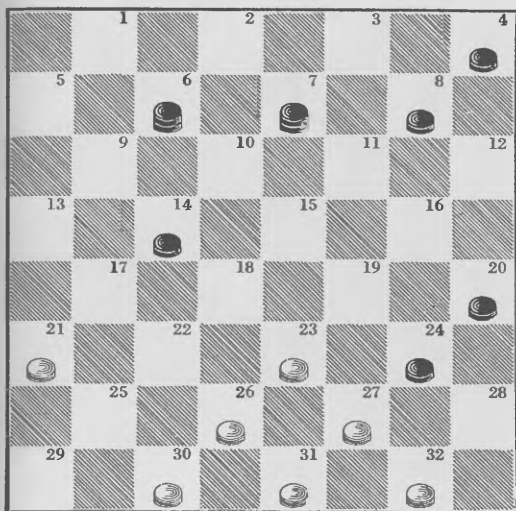


An interesting study, though not as hard as it looks.

White to move and win

By T. P. Hines

Problem No. 11

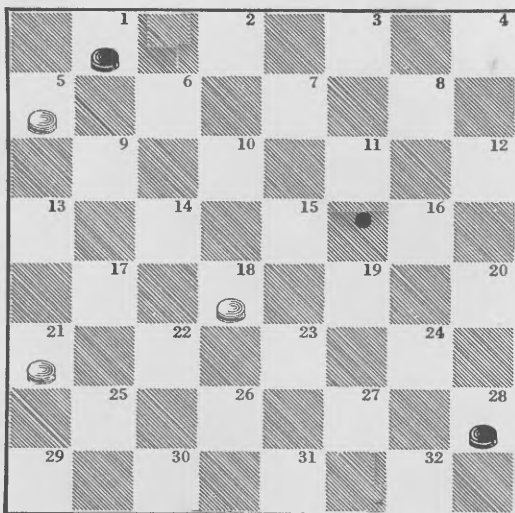


This position illustrates a type of problem that is often possible of execution.

White to move and win

By T. P. Hines

Problem No. 12

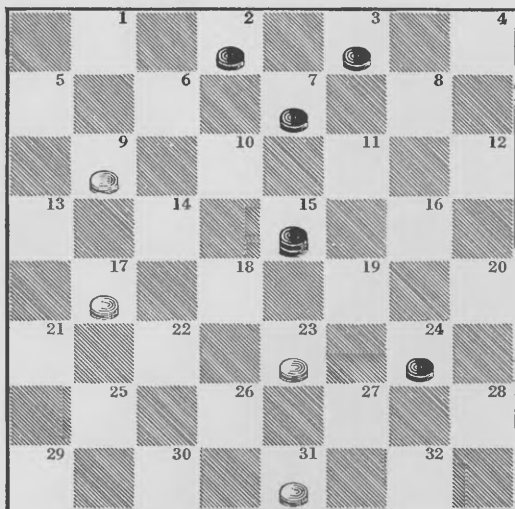


And ending I won in a practice exhibition. If Black moves first the game is a draw. This problem is well worth careful analysis as it gives the student added experience in playing ability.

White to move and win

By T. P. Hines

Problem No. 13

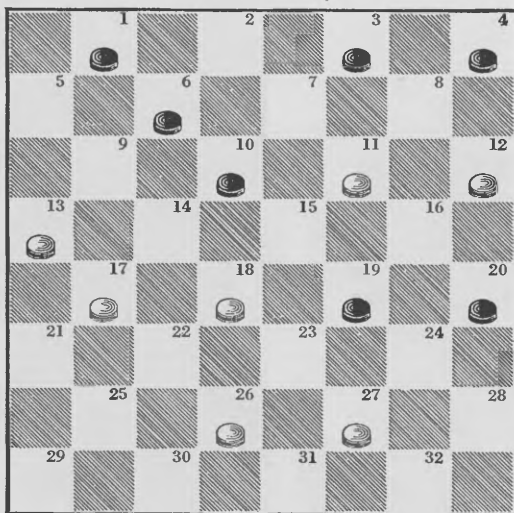


An unusual problem illustrating a certain principle.

White to move and win

By T. P. Hines

Problem No. 14

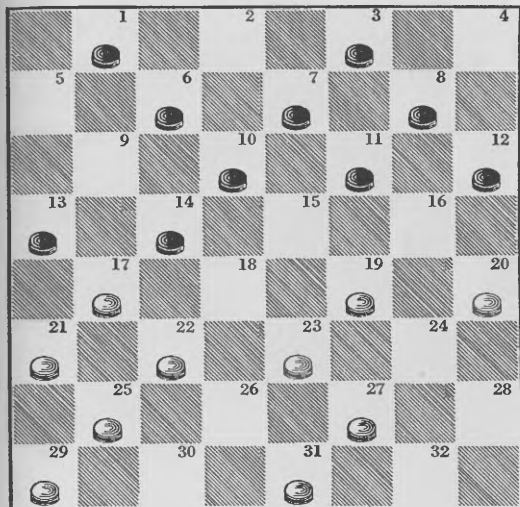


A position occurring in a practice game with a player from Washington, D. C. I had the white pieces and took advantage of the winning ending.

White to move and win

By T. P. Hines

Problem No. 15

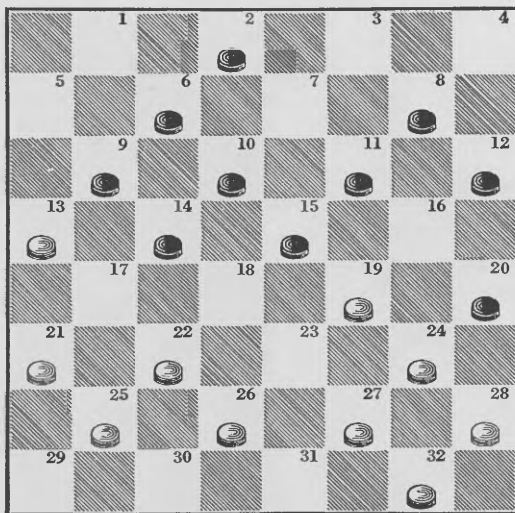


The win for this position is often overlooked by inexperienced players.

White to move and win

By T. P. Hines

Problem No. 16

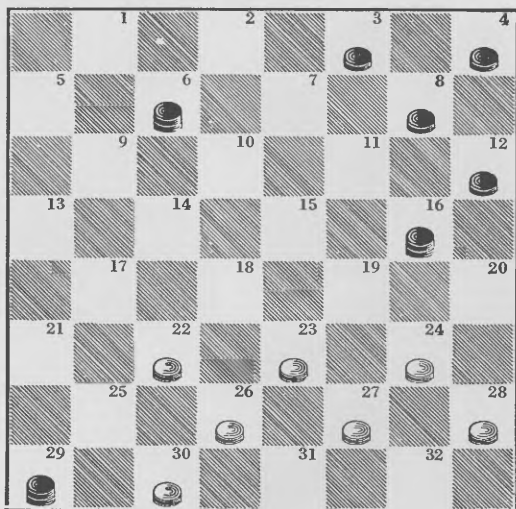


The unseasoned player often falls into this type of trap.

White to move and win

By T. P. Hines

Problem No. 17

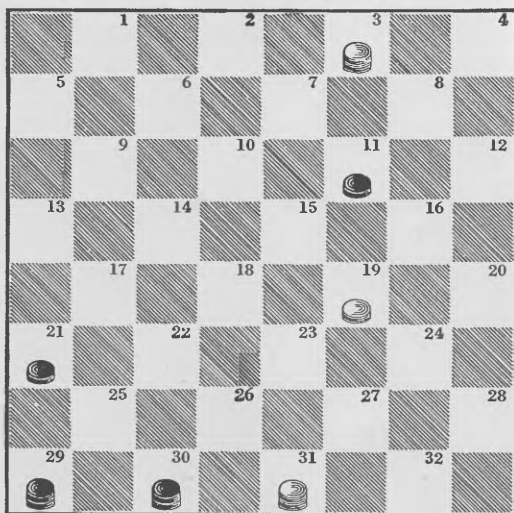


A type of problem often occurring in the middle game among certain players.

White to move and win

By J. J. Wilkerson

Problem No. 18

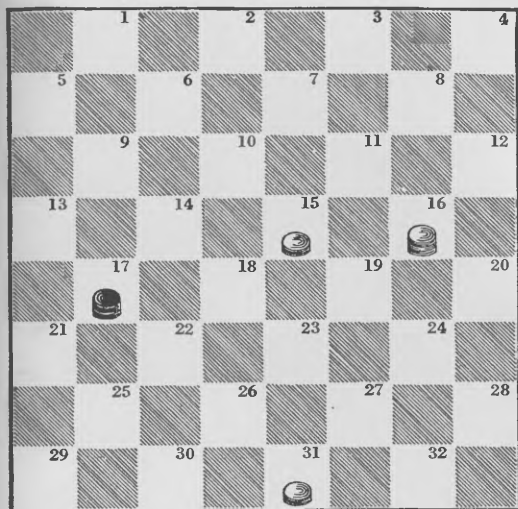


To be solved in not more than ten seconds.

White to move and win

By T. P. Hines

Problem No. 19

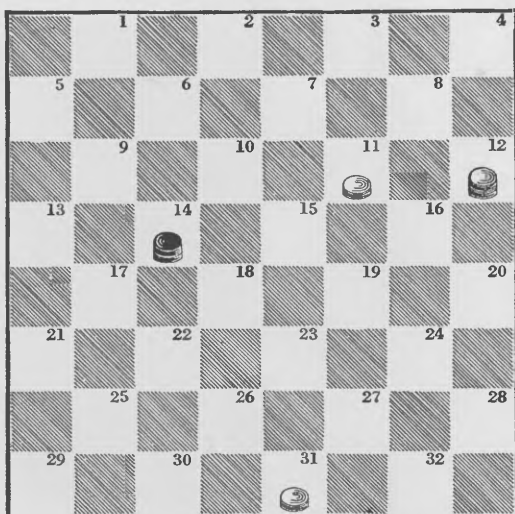


A position often occurring in the end game.

Black to move and white to win

By T. P. Hines

Problem No. 20

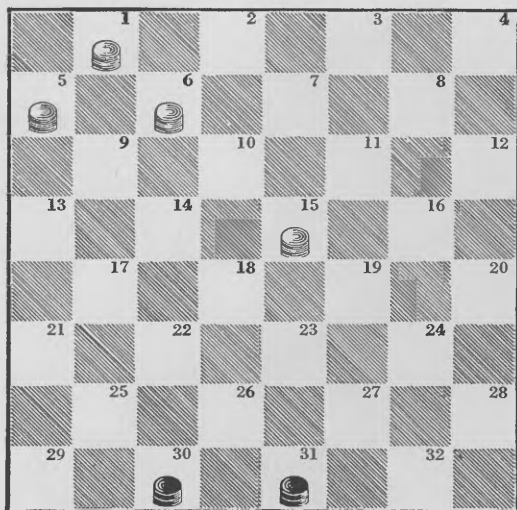


Compare problem No. 19 with problem No. 20.

Black to move and draw

By T. P. Hines

Problem No. 21

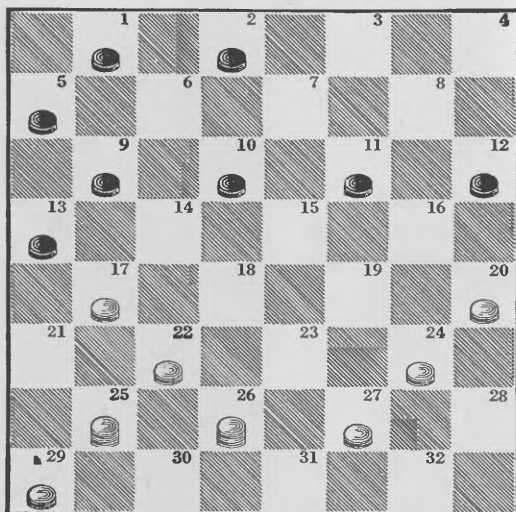


Four kings against two is generally acknowledged a draw, yet becomes a forced win with control of the Main Diagonal and any portion of the "2-7 Slide."

Black to move and white to win

By T. P. Hines

Problem No. 22

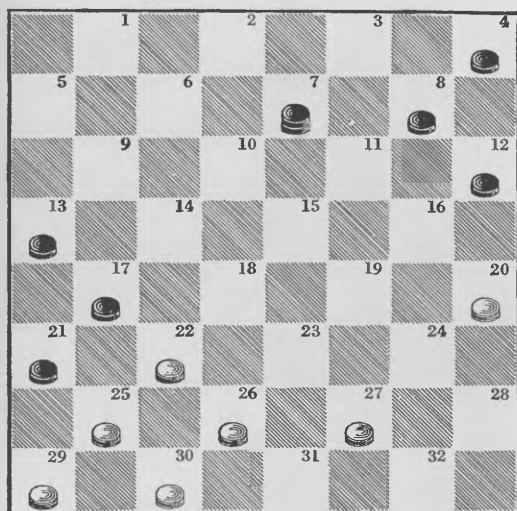


A good problem.

Black to move and win

By J. J. Wilkerson

Problem No. 23

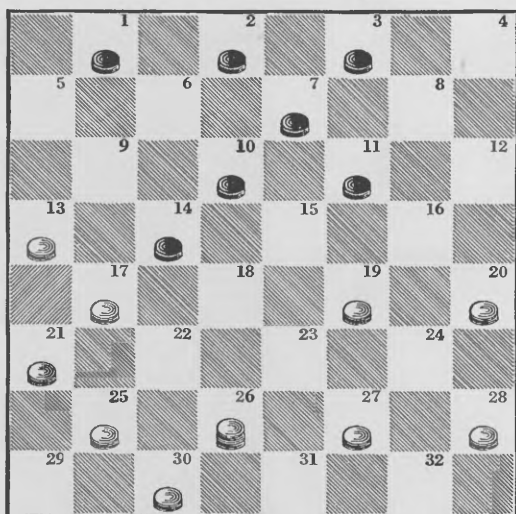


Here is one that is so simple it appears complicated.

White to move and win

By T. P. Hines

Problem No. 24

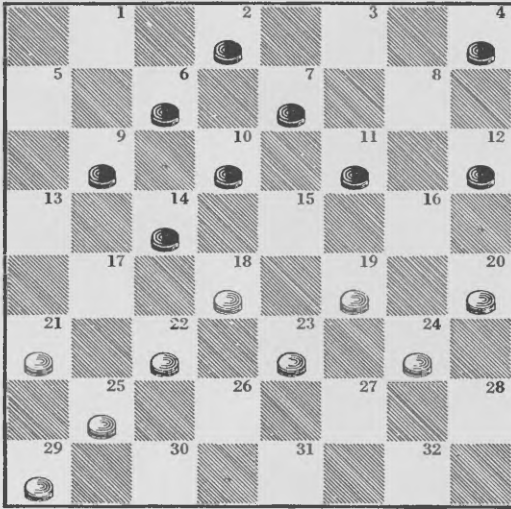


A type of problem occurring frequently among players unfamiliar with its nature.

Black to move and win

By T. P. Hines

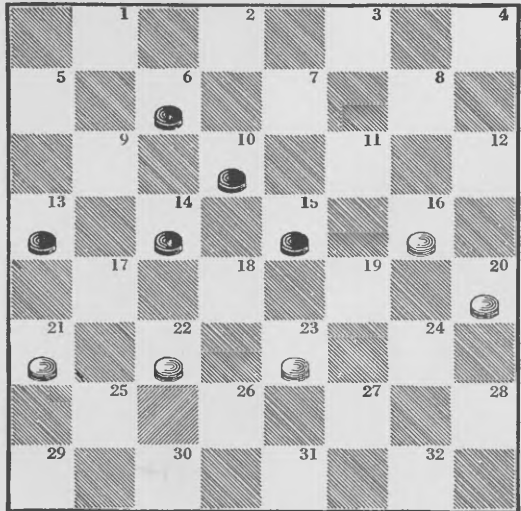
Problem No. 25



This type of trap is popular with the Stroke Player.

Black to move and win
By T. P. Hines

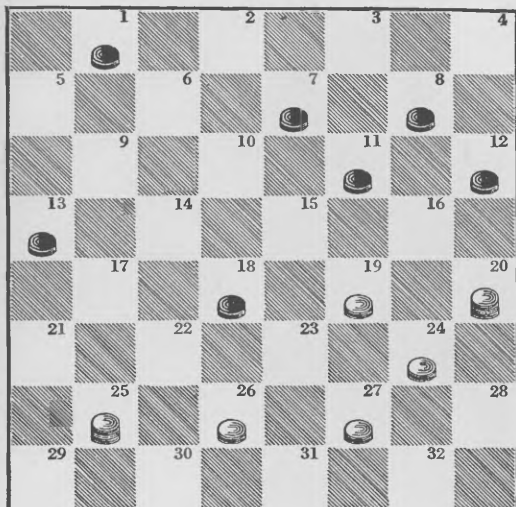
Problem No. 26



An ending I won in an exhibition game.

White to move and win
By T. P. Hines

Problem No. 27

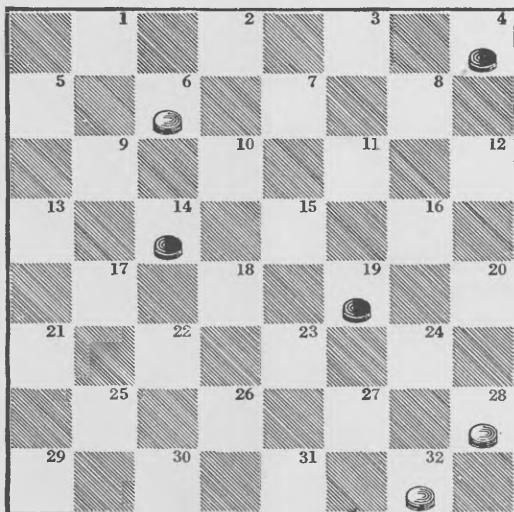


If solved without the aid of the text this book will not help you.

Black to move and win

By J. J. Wilkerson

Problem No. 28

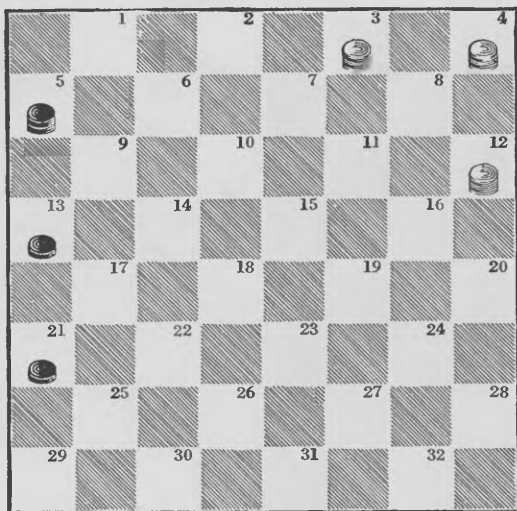


Players often move hastily and draw positions such as this one.

White to move and win

By T. P. Hines

Problem No. 29

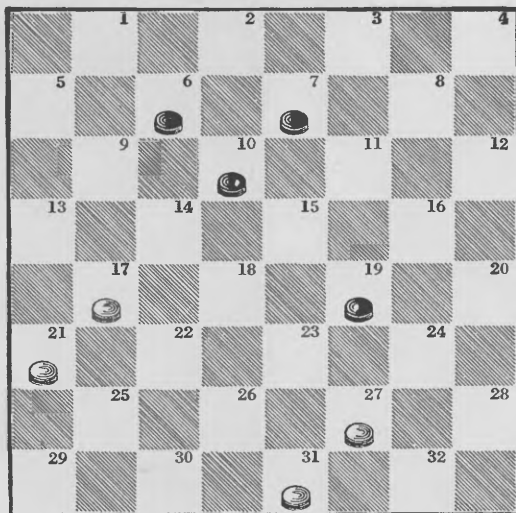


Looks like the "Process" for Black but the best White can get out of it is a draw.

Black to move and draw

By T. P. Hines

Problem No. 30

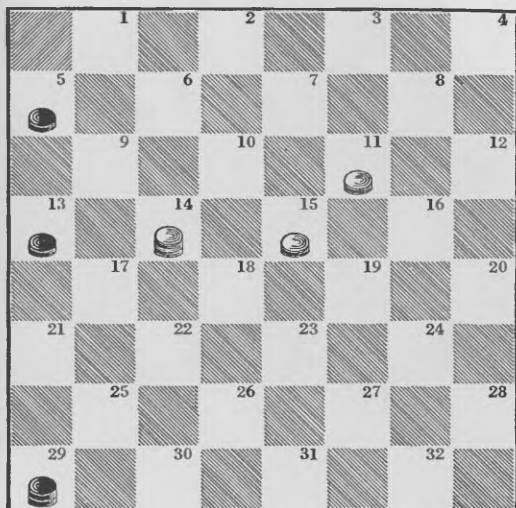


Simple, though worth the trouble of analysis.

White to move and draw

By T. P. Hines

Problem No. 31

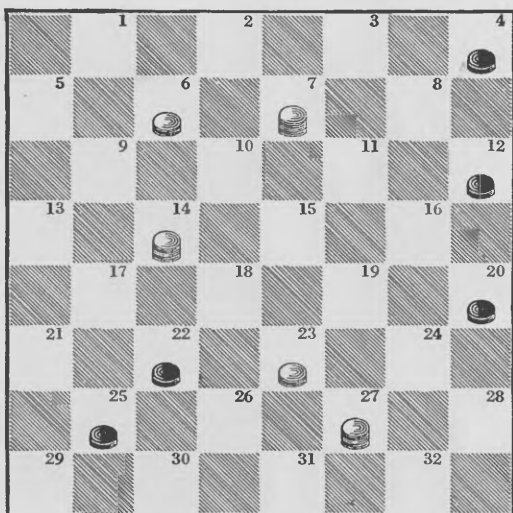


A rather unusual position which occurred while playing.

Black to move and draw

By T. P. Hines

Problem No. 32

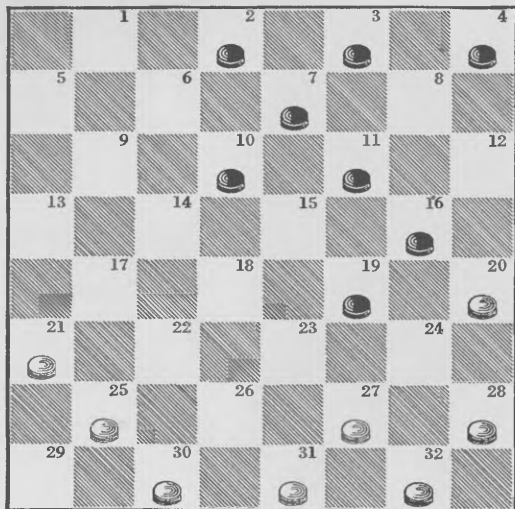


This one should not be hard to solve upon careful scrutiny.

Black to move and win

By T. P. Hines

Problem No. 33

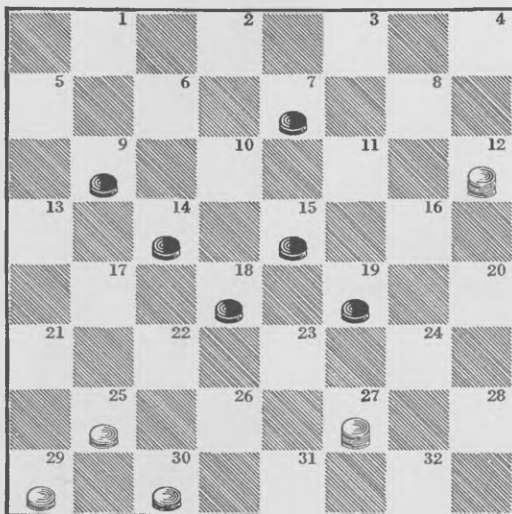


This position occurred in a match game, with me having the Black pieces.

Black to move and win

By T. P. Hines

Problem No. 34

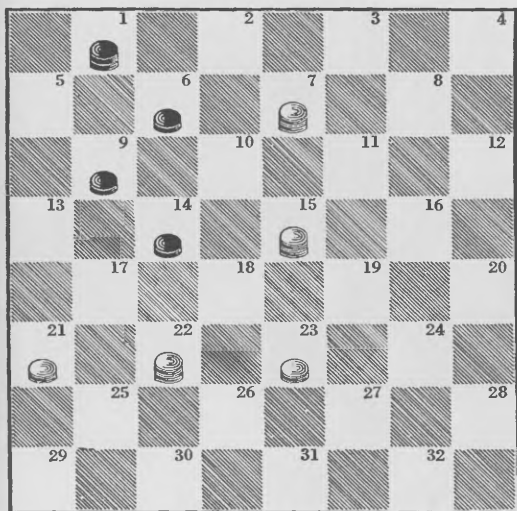


Who would think Black could move and win here? A problem study.

Black to move and win

By T. P. Hines

Problem No. 35

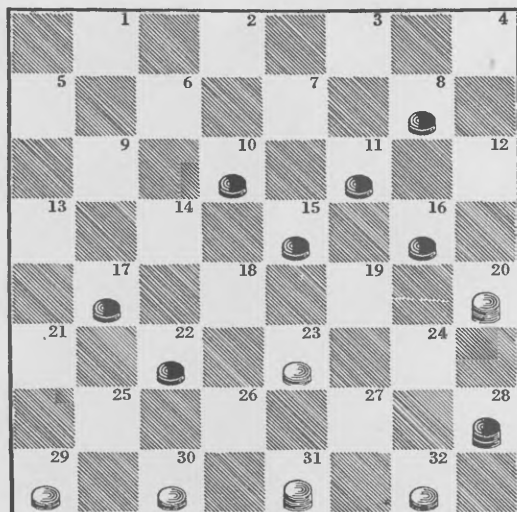


Very simple; should be solved in less time than a minute.

Black to move and win

By T. P. Hines

Problem No. 36

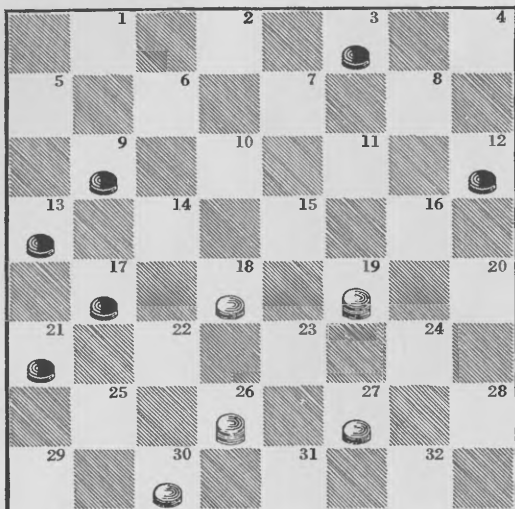


Strange as it seems Black actually has a winning advantage.

Black to move and win

By T. P. Hines

Problem No. 37

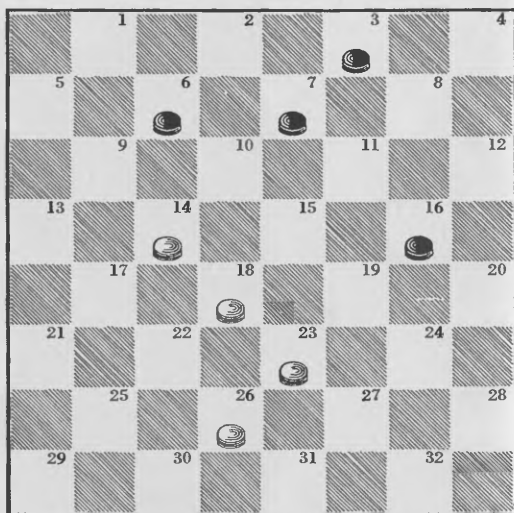


An easy win though this principle may be frequently applied in "Cross-Board" play.

Black to move and win

By T. P. Hines

Problem No. 38

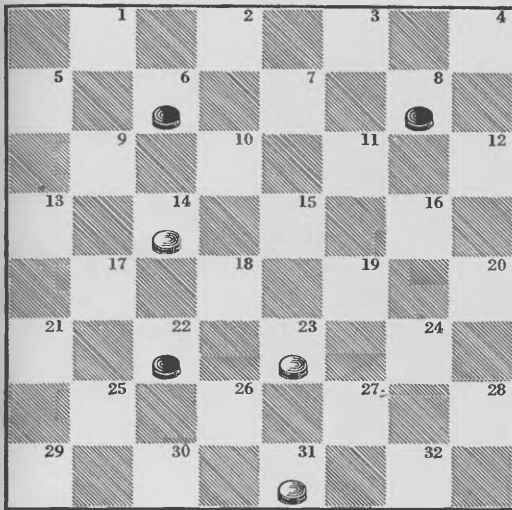


Truth is stranger than fiction.

Black to move and win

By T. P. Hines

Problem No. 39

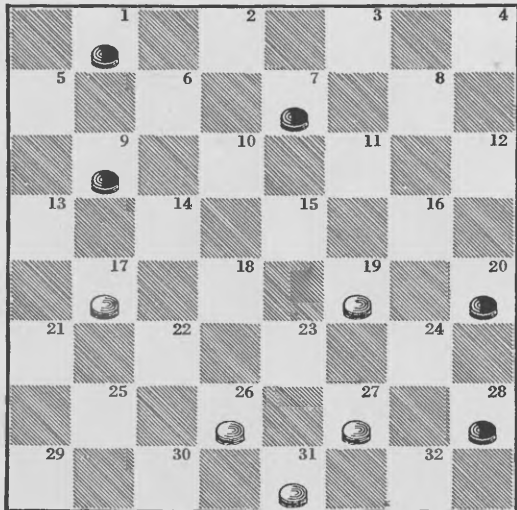


I won this against a Washington expert.

White to move and win

By T. P. Hines

Problem No. 40

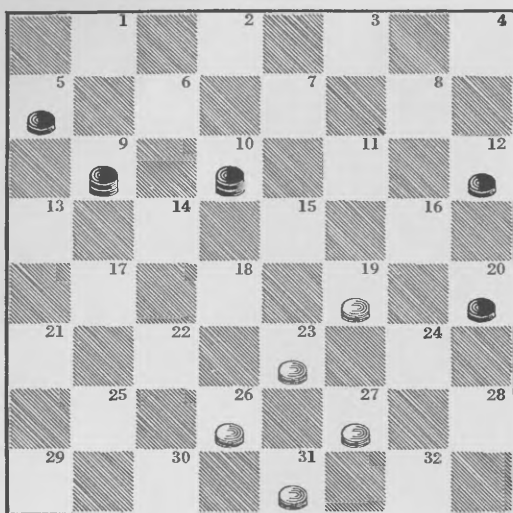


A possible occurrence.

White to move and win

By T. P. Hines

Problem No. 41

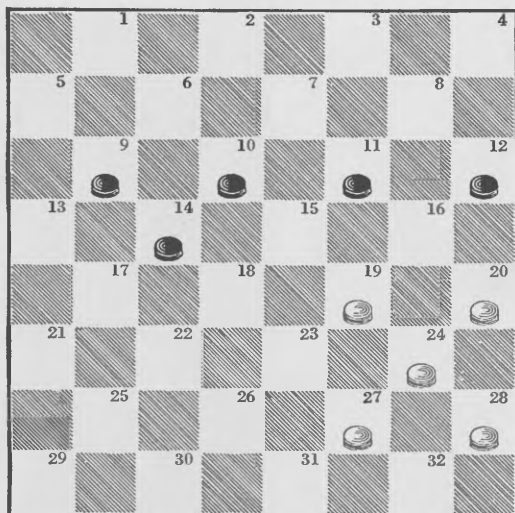


White to move and win

By T. P. Hines

The follow-up to No. 40.

Problem No. 42

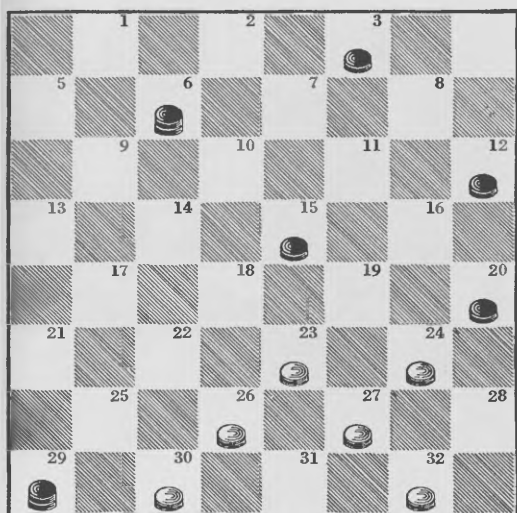


Black to move and White to draw

By T. P. Hines

I had the White side when this one came up.

Problem No. 43

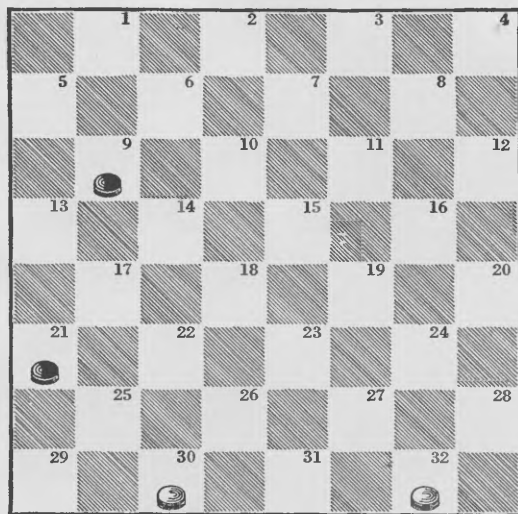


One of the type that sometimes occur.

White to move and win

By T. P. Hines

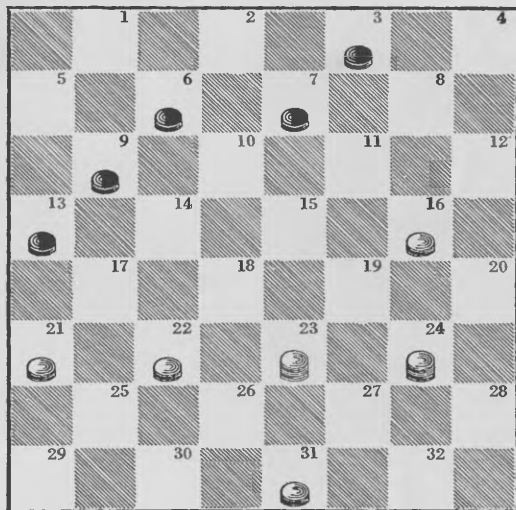
Problem No. 44



This is a unique ending. I saw it won by a player who was not an expert. The name of the player is not known to me.

Black to move and win

Problem No. 45

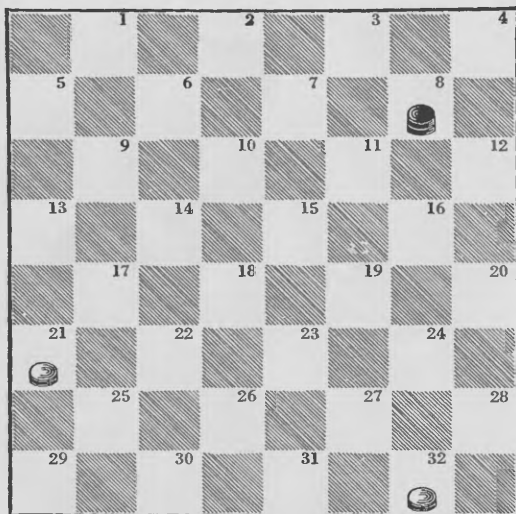


One of the type traps, Stroke Players set and are frequently fortunate with.

Black to move and win

By T. P. Hines

Problem No. 46

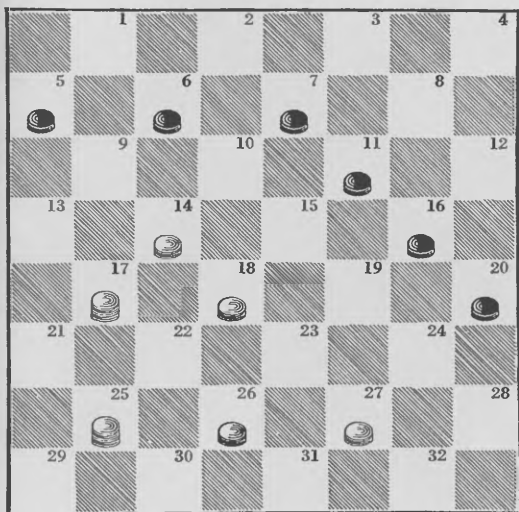


Might be called the forks or force, depending upon which way White elects to lose.

White to move and Black to win

By T. P. Hines

Problem No. 47

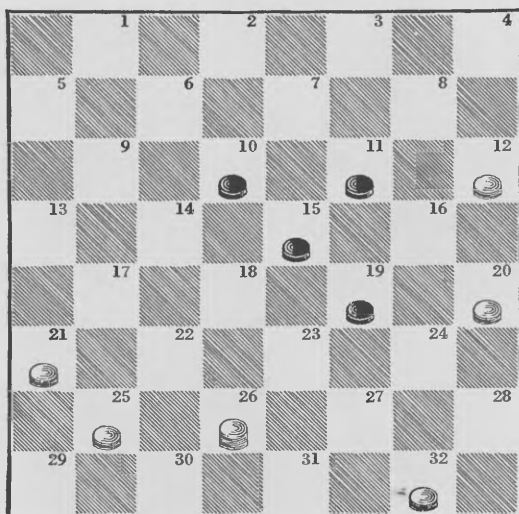


This type of game has been won by me more than once.

Black to move and win

By T. P. Hines

Problem No. 48

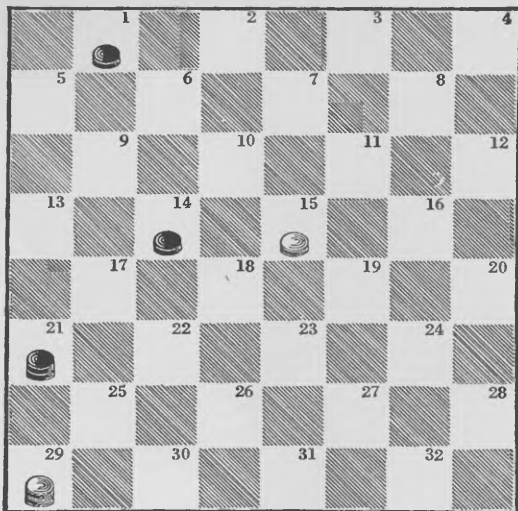


The natural answer is the logical reply.

Black to move and win

By T. P. Hines

Problem No. 49

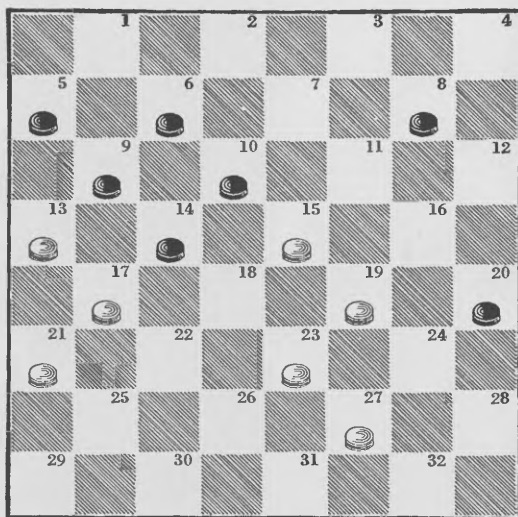


This ending may often be forced into a win.

Black to move and win

By T. P. Hines

Problem No. 50

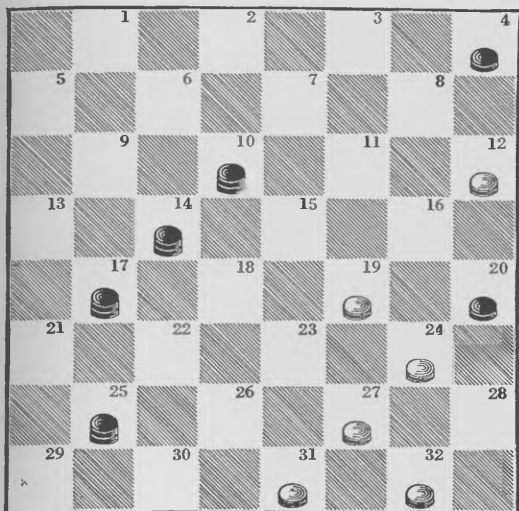


An ending I drew against the Florida expert, Clyde Black.

White to move and draw

By T. P. Hines

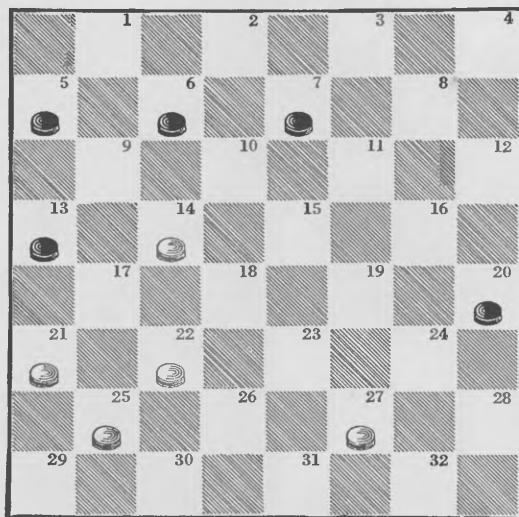
Problem No. 51



This one speaks for itself.

White to move and win
By Clyde Black

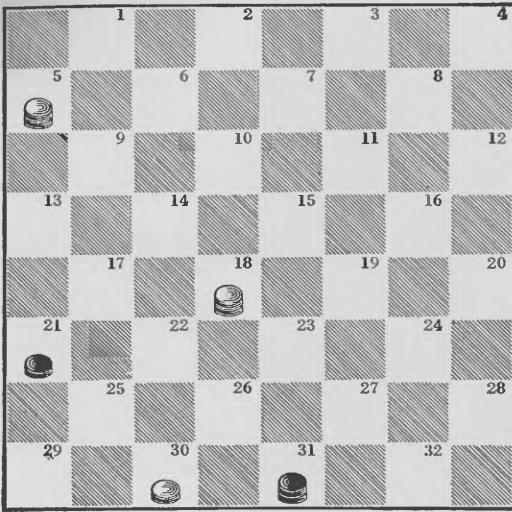
Problem No. 52



Can you figure out the solution to this puzzler?

Black to move and win
By T. P. Hines

Problem No. 53

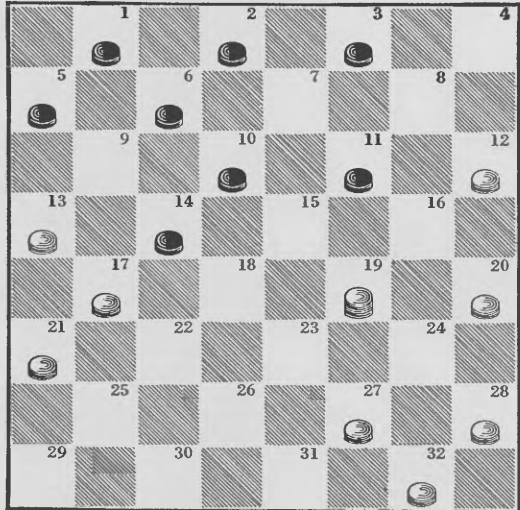


A very common ending, though a difficult one to solve.

White to move and win

By T. P. Hines

Problem No. 54

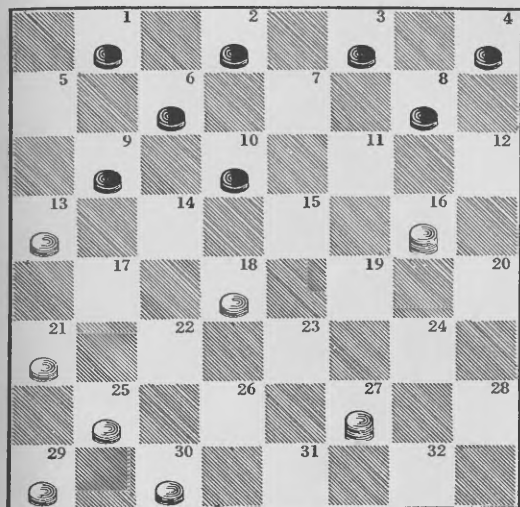


You should find the answer here with little mental effort.

Black to move and win

By T. P. Hines

Problem No. 55

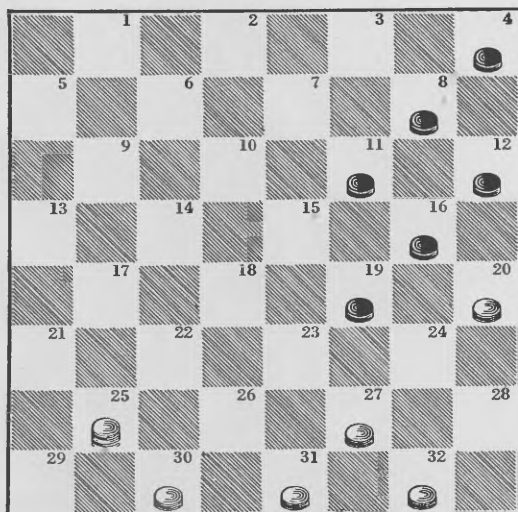


The type of problem that develops the expert.

Black to move and win

By J. J. Wilkerson

Problem No. 56

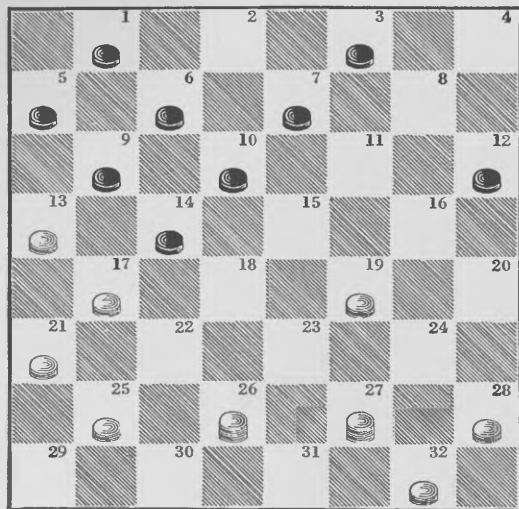


This type of problem does not occur frequently but is well worth knowing.

Black to move and win

By J. J. Wilkerson

Problem No. 57

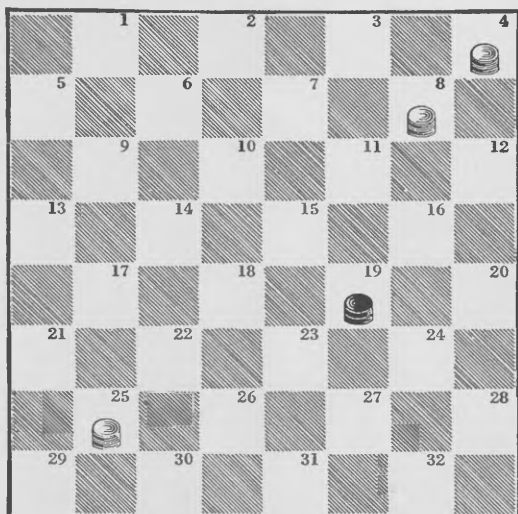


One of the kind that comes up often.

Black to move and win

By T. P. Hines

Problem No. 58

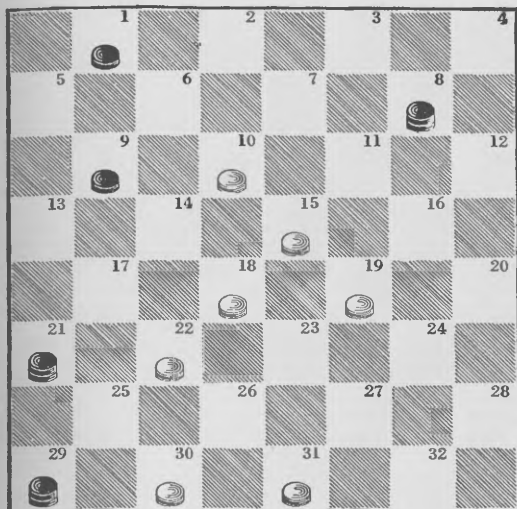


This is known as the "Process" or "Special" and the three kings must win within or on their thirteenth move.

Black to move and White to win

By T. P. Hines

Problem No. 59

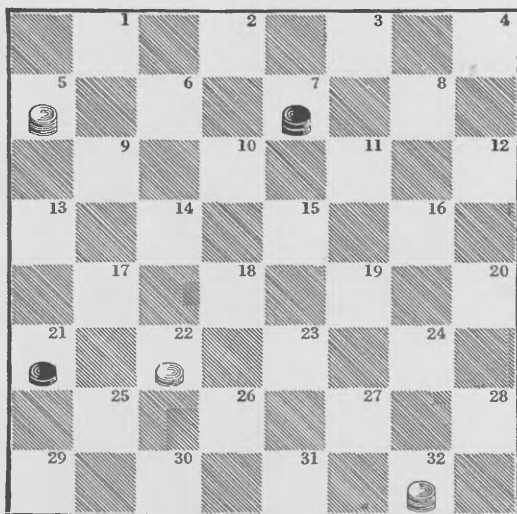


A good problem to know.

White to move and win

By J. J. Wilkerson

Problem No. 60

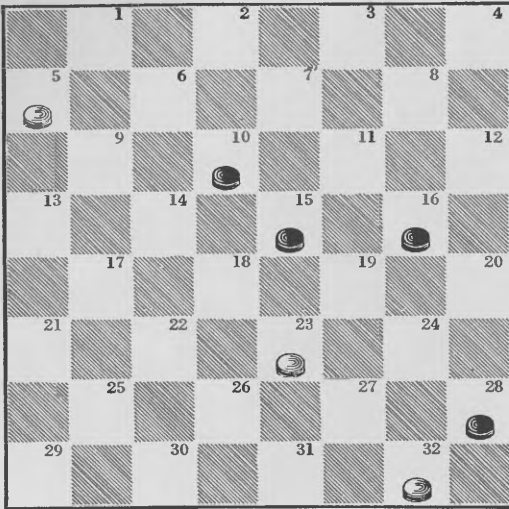


This position comes up frequently yet is seldom won by the experienced player.

Black to move and White to win

By T. P. Hines

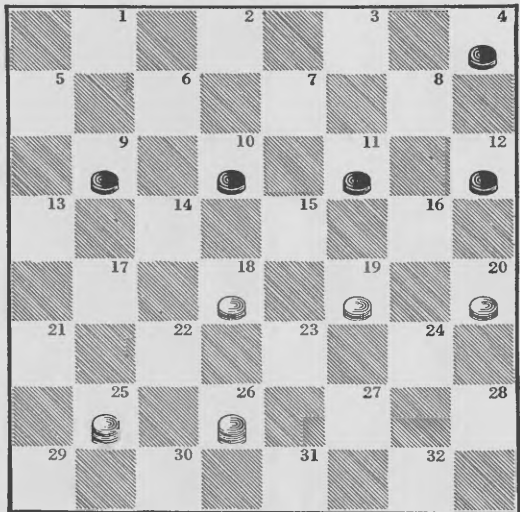
Problem No. 61



Drawn against W. Lang, the South Carolina expert. I had the White pieces.

White to move and draw
By T. P. Hines

Problem No. 62



This type problem comes up often among players.

Black to move and draw
By T. P. Hines

SOLUTIONS TO PROBLEMS

Problem No. 1

Black—9, 11, 13.

White—19, 21, 25.

Black to move and win.

Solution:—11-15, 19-10, 9-14, 10-17, 13-29. Black Wins.

Problem No. 2

Black—1, 3, 6, 7.

White—12, Kings 18, 26, 27.

Black to move and win.

Solution:—3-8, 12-10, 6-24. Black Wins.

Problem No. 3

Black—3, 5, 6, 9, 12.

White—20, 29, Kings 18, 25, 26.

Black to move and win.

Solution:—12-16, 20-11, 3-7, 11-2, 9-13, 2-9, 5-21. Black Wins.

Problem No. 4

Black—Kings, 8, 12, 29.

White—14, 24, 27, King 9.

White to move and win.

Solution:—24-19, 12-32, 9-5, 32-9, 5-4. White Wins.

Problem No. 5

Black—6, 8, 12.

White—14, 22, 23.

Black to move and win.

Solution:—6-10, 14-7, 8-11, 7-16, 12-17. Black Wins.

Problem No. 6

Black—1, 6, 9, 11.

White—12, 17, 21, 27.

Black to move and win.

Solution:—11-16, 12-19, 9-14, 17-10, 6-31. Black Wins.

Problem No. 7

Black—King 27.

White—17, 22; King 6.

Either side to move and Black to draw.

Solution:—27-23, 6-28, 23-9, 28-32, 9-13, 32-23(A), 13-2, 17-14, 2-7(B), 14-9, 7-11, 23-18, 11-2, 9-5, 2-13. Drawn.

(A). 32-18, 13-2, 17-13, 2-7. (If 13-9, 7-2, 9-5, 2-13. Drawn.)

(B). Inexperienced players often lose this game by moving 2-11 instead of 2-7 at the crucial point.

Problem No. 8

Black—2, 5, 6, 10, 11, 19; Kings 7, 15.

White—13, 17, 18, 22, 26, 27, 30, 32.

White to move and win.

Solution:—27-24, 19-28, 17-14, 10-17, 13-9, 5-23, 26-3, 17-26, 30-23, 11-16, 3-21, 16-20, 23-19, 20-24, 21-25, 24-15, 25-4. White Wins.

Problem No. 9

Black—12, 13, 16, 20.

White—15, 27, 31, 32.

White to move and win.

Solution:—15-10, 13-17, 31-26, 17-21, 10-6, 21-25, 26-22, 25-18, 6-1, 18-22, 1-15, 22-26, 27-24, 20-27, 32-30. White Wins.

Problem No. 10

Black—15, 18, 20; Kings 28, 32.

White—26; Kings 12, 13.

White to move and win.

Solution:— 26-23, 18-27, 12-19, 15-24, 13-31. White Wins.

Problem No. 11

Black—4, 8, 14, 20, 24; Kings 6, 7.

White—21, 23, 26, 27, 30, 31, 32.

White to move and win.

Solution:—21-17, 14-21, 23-19, 24-15, 30-25, 21-23, 27-9, White Wins.

Problem No. 12

Black—1, 28.

White—5, 18, 21.

White to move and win.

Solution:—21-17, 1-6(A), 17-14, 6-9, 14-10, 9-13, 10-7, 13-17, 7-3, 17-21, 5-1, 21-25, 1-24, 28-19, 18-15, 19-10, 3-30. White Wins.
(A). If 28-32, 18-14, 32-9, 5-14, and White Wins.

Problem No. 13

Black—2, 3, 7, 24; King 15.

White—9, 17, 23, 31.

White to move and win.

Solution:—31-27, 24-31, 23-19, 31-6, 19-1. White Wins.

Problem No. 14

Black—1, 3, 4, 6, 10, 19, 20.

White—11, 12, 13, 17, 18, 26, 27.

White to move and win.

Solution:—26-23, 19-26, 27-24, 20-27, 18-15, 10-19, 11-7, 3-10, 12-8, 4-11, 17-14, 10-17, 13-8. White Wins.

Problem No. 15

Black—1, 3, 6, 7, 8, 10, 11, 12, 13, 14.

White—17, 19, 20, 21, 22, 23, 25, 27, 29, 31.

White to move and win.

Solution:—20-16, 11-20, 27-24, 20-18, 22-15, 13-22, 25-4. White Wins.

Problem No. 16

Black—2, 6, 8, 9, 10, 11, 12, 14, 15, 20.

White—13, 19, 21, 22, 24, 25, 26, 27, 28, 32.

White to move and win.

Solution:—19-16, 12-19, 21-17, 14-23, 27-18, 20-27, 32-5. White Wins.

Problem No. 17

Black—3, 4, 8, 12; Kings 6, 16, 29.

White—22, 23, 24, 26, 27, 28, 30.

White to move and win.

Solution:—22-18, 29-11, 23-18, 11-31, 24-20, 31-24, 20-11, 8-15, 28-1.
White Wins.

Problem No. 18

Black—11, 21; Kings 29, 30.

White—19; Kings 3, 31.

White to move and win.

Solution:—19-15, 11-18, 31-22, 18-25, 3-12. White Wins.

Problem No. 19

Black—King 17.

White—15, 31; King 16.

Black to move and White to win.

Solution:—17-22, 16-11, 22-17, 31-27, 17-14, 27-24, 14-17, 24-20, 17-3,
11-4, 3-17, 4-8, 17-21, 20-16, 21-7, 8-11, 7-17, 16-12, 17-3, 11-2,
3-17, 12-8 and White Wins.

Problem No. 20

Black—King 14.

White—11, 31; King 12.

Black to move and draw.

Solution:—14-18, 12-8, 18-14, 31-26, 14-17, 26-23, 17-14, 23-19, 14-10,
19-16, 10-14, 8-3, 14-18, 3-8, 18-14, 8-4, 14-17, 16-12, 17-10, 4-8,
10-3, 8-4, 3-10, 4-8, 10-3. Drawn.

Problem No. 21

Black—Kings 30, 31.

White—Kings 1, 5, 6, 15.

Black to move and White to win.

Solution:—31-20, 6-2, 20-31, 5-14, 30-12, 1-10, 12-30, 15-11, 31-13,
10-28, 13-31, 28-10, 31-13, 10-3, 13-31, 3-12, 30-21, 14-3, 21-30,
11-15, 31-13, 15-18, 13-31, 2-6, 31-20, 6-19, 30-16, 12-19. White
Wins.

Problem No. 22

Black—1, 2, 5, 9, 10, 11, 12, 13.

White—17, 20, 22, 24, 27, 29; Kings 25, 26.

Black to move and win.

Solution:—11-16, 20-11, 10-14, 17-10, 9-14, 10-17, 2-7, 11-2, 1-6, 2-9, 5-32 resulting in the capture of five pieces. Black Wins.

Problem No. 23

Black—4, 8, 12, 13, 17, 21; King 7.

White—20, 22, 25, 26, 27, 29, 30.

White to move and win.

Solution:—26-23, 17-19, 27-23, 19-26, 30-23, 21-30, 23-19, 30-16, 20-2, 13-17, 29-25. White Wins.

Problem No. 24

Black—1, 2, 3, 7, 10, 11, 14.

White—13, 17, 19, 20, 21, 25, 27, 28, 30; King 26.

Black to move and win.

Solution:—10-15, 19-10, 11-15, 10-19, 2-6, 17-10, 6-29. Black Wins.

Problem No. 25

Black—2, 4, 6, 7, 9, 10, 11, 12, 14.

White—18, 19, 20, 21, 22, 23, 24, 25, 29.

Black to move and win.

Solution:—14-17, 21-5, 12-16, 19-12, 6-9, 5-14, 10-28. Black Wins.

Problem No. 26

Black—6, 10, 13, 14, 15.

White—21, 22, 23, 20, 16.

White to move and win.

Solution:—16-11, 15-8, 22-18, 6-9, 23-19, 14-16, 20-4. White Wins.

Problem No. 27

Black—1, 7, 8, 11, 12, 13, 18.

White—26, 27, 24, 19; Kings 20, 25.

Black to move and win.

Solution:—18-23, 27-18, 12-16, 19-10, 1-6, 20-9, 13-29. Black Wins.

Problem No. 28

Black—4, 14, 19.

White—6, 28, 32.

White to move and win.

Solution:—6-2, 4-8(A), 2-7, 14-18, 7-17, 18-23, 17-13, 8-12, 13-17, 12-16, 17-31, 16-20, 31-22, 20-24, 22-15, 19-10, 28-26. White Wins.
(A). If 19-23, White goes 2-16 and wins.

Problem No. 29

Black—13, 21; King 5.

White—Kings 3, 4, 12.

Black to move and draw.

Solution:—5-27(A), 3-10, 27-20, 4-29, 20-31, 12-16, 31-27, 29-15, 27-20, 16-23, 20-31, 10-7, 31-17, 7-2, 17-3, 15-18, 3-12(B), 23-30, 12-3, 30-19, 3-12, 19-1, 12-30, 2-7, 30-12, 7-3, 12-16(C), 18-9. Drawn.

- (A). If 5-32: 3-10, 32-5, 10-1, 5-32, 4-11, 32-5, 11-15, 5-32, 1-5, and White wins. In this variation Black is unable to leave the Double Corners as White threatens to sacrifice the King on the Main Diagonal by moving it to Square No. 25, and the result would then be obvious.
- (B). If 3-10: White moves 18-14, to follow with 23-9, exchanging two for two and White wins.
- (C). If 12-30, then 3-12 wins for White. This is the only position in Pool Checkers in which a King with two pieces being unable to crown can force a draw against three kings. There are several possibilities of a win with the three kings provided the other side makes the improper moves at the wrong time with the single king. To move either one of the single pieces is to acknowledge an almost immediate defeat.

Problem No. 30

Black—6, 7, 10, 19.

White—17, 21, 27, 31.

White to move and draw.

Solution:—27-23(A), 19-26, 31-22, 10-15, 17-14, 15-19, 21-17, 19-24, 17-13, 24-27, 14-9, 6-10, 9-5, 27-32, 22-18, 32-14, 5-1. Drawn.

- (A). If White swaps 17-14 on the first move the game is lost thus: 10-17, 21-14, 6-10, 14-9, 10-14, 9-18, 19-23 and Black wins. (A). If 31-26, 6-9, 17-13, 19-24, 13-15, 24-22, and Black wins.

Problem No. 31

Black—5, 13; King 29.

White—11, 15; King 14.

Black to move and draw.

Solution:—5-9, 14-5, 13-17(A), 5-23, 29-22(B), 23-18, 22-29, 18-23, 29-22, 23-27, 22-25, 27-31, 25-22, 31-27, 17-21, 27-31, 22-13, 11-8, 21-25. Drawn.

- (A). If the Black king now moves, White goes 5-18, threatening an exchange of kings, and Black is forced from the Great Central Line to lose.
- (B). If 17-21: 23-26 and Black's only play to avoid an exchange of kings is 21-25 while 26-30 also wins for White.

Problem No. 32

Black—20, 12, 4, 22, 25.

White—23, 6; Kings 7, 14, 27.

Black to move and win.

Solution:—20-24, 27-20, 12-16, 20-11, 4-8, 11-4, 25-29, 4-25, 29-26.
Black Wins.

Problem No. 33

Black—2, 3, 4, 7, 10, 11, 16, 19.

White—20, 21, 25, 27, 28, 30, 31, 32.

Black to move and win.

Solution:—19-23, 27-18, 11-15, 18-11, 10-15, 11-18, 3-8, 20-11, 8-29.
Black Wins.

Problem No. 34

Black—7, 9, 14, 15, 18, 19.

White—25, 29, 30; Kings 12, 27.

Black to move and win.

Solution:—19-23, 12-26, 18-22, and White cannot jump with the single man from Square No. 25, but must effect the capture with the king which is on Square No. 26, jumping the four pieces or the “most men” to stop on Square No. 18. Black jumps 14-32 and wins.

Problem No. 35

Black—6, 9, 14; King 1.

White—21, 23; Kings 7, 15, 22.

Black to move and win.

Solution:—14-17, 21-5, 6-9, 5-14, 1-3, capturing five pieces and winning.

Problem No. 36

Black—8, 10, 11, 15, 16, 17, 22; King 28.

White—29, 30, 23, 32; Kings 20, 31.

Black to move and win.

Solution:—28-24, 20-27, 17-21, 31-19, 15-31. **Black Wins.**

Problem No. 37

Black—3, 12, 9, 13, 17, 21.

White—18, 27, 30; Kings 19, 26.

Black to move and win.

Solution:—17-22, 18-25, 12-16, 19-12, 3-8, 12-3, 9-14, 3-17, 13-24, 25-22, 24-27, 22-18, 27-32, 18-15, 32-14, 15-11, 14-3. **Black Wins.**

Problem No. 38

Black—3, 6, 7, 16.

White—14, 18, 23, 26.

Black to move and win.

Solution:—7-11, 26-22, 16-19, 23-7, 3-26, 18-15, 26-31, 15-11, 31-22, 11-7, 6-10, 7-14, 22-15. **Black Wins.**

Problem No. 39

Black—6, 8, 22.

White—14, 23, 31.

White to move and win.

Solution:—23-18, 22-15, 14-10, 6-9, 10-19, 9-14, 19-15, 14-17, 31-26. **White Wins.**

Problem No. 40

Black—1, 7, 9, 20, 28.

White—17, 19, 26, 27, 31.

White to move and win.

Solution:—19-16, 20-11, 27-24, 28-19, 17-14, 9-18, 26-23, 19-26, 31-8, 7-11, 8-15, 1-6, 15-11, 6-10, 11-8, 10-15, 8-4, 15-19, 4-18. **White Wins.**

Problem No. 41

Black—5, 12, 20; Kings 9, 10.

White—19, 23, 26, 27, 31.

White to move and win.

Solution:—27-24, 20-18, 19-16, 12-19, 26-23, 18-27, 31-13. White Wins.

Problem No. 42

Black—9, 10, 11, 12, 14.

White—19, 20, 24, 27, 28.

Black to move and White to draw.

Solution:—11-15, 27-23, 15-18, 19-15, 10-26, 20-16, 12-19, 24-31. Drawn.

Problem No. 43

Black—3, 12, 15, 20; Kings 6, 29.

White—23, 24, 26, 27, 30, 32.

White to move and win.

Solution:—30-25, 29-31, 24-19, 15-24, 23-19, 24-15, 32-28, 31-24, 28-1.

White Wins.

Problem No. 44

Black—9, 21.

White—30, 32.

Black to move and win.

Solution:—9-14, 32-27, 14-18, 27-24, 18-22, 24-19, 22-26, 30-23, 21-25, 23-18, 25-30, 19-15, 30-25, 18-14, 25-11, 14-9, 11-15. Black Wins.

Problem No. 45

Black—3, 6, 7, 9, 13.

White—16, 21, 22, 31; Kings 23, 24.

Black to move and win.

Solution:—13-17, 21-5, 6-9, 5-14, 7-11, 16-7, 3-28. Black Wins.

Problem No. 46

Black—King 8.

White—32, 21.

White to move and Black to win.

Solution:—21-17(A), 8-18, 32-28, 18-15, 17-14, 15-6, and Black wins.

(A). If 32-27, then 8-18, 27-24, 18-15, 24-20, 15-11, 21-17, 11-7, 17-13, 7-2, and Black wins.

Problem No. 47

Black—5, 6, 7, 11, 16, 20.

White—14, 18, 26, 27; Kings 17, 25.

Black to move and win.

Solution:—20-24, 27-20, 7-10, 14-7, 11-2, 20-11, 2-7, 11-9, 5-14, jumping five pieces and Black wins.

Problem No. 48

Black—10, 11, 15, 19.

White—12, 20, 21, 25, 32; King 26.

Black to move and win.

Solution:—19-24, 20-27, 11-16, 12-19, 15-29. Black Wins.

Problem No. 49

Black-1, 14; King 21.

White-15; King 29.

Black to move and win.

Solution:-14-18, 15-22, 21-25, 22-17, 25-4, 17-14, 1-6. Black Wins.

Problem No. 50

Black-5, 6, 8, 9, 10, 14, 20.

White-13, 15, 17, 19, 21, 23, 27.

White to move and draw.

Solution:-19-16, 20-18, 23-19, 18-22, 17-26, 14-18, 21-17, 18-22, 26-23, 22-26, 23-30, 9-14, 19-16, 14-21, 27-23, 5-9, 30-25, 21-30, 16-12, 30-16, 12-3, 16-7, 3-8, and White draws by retaining the Great Central Line.

Problem No. 51

Black-4, 20; Kings 10, 14, 17, 25.

White-12, 19, 24, 27, 31, 32.

White to move and win.

Solution:-12-8, 4-11, 32-28, 14-32, 19-16, 20-27, 16-30. White Wins.

Problem No. 52

Black-5, 6, 7, 13, 20.

White-14, 22, 21, 25, 27.

Black to move and win.

Solution:-6-9, 22-18, 13-17, 27-23, 17-10, 25-22, 10-14, 22-17, 7-11, 17-10, 20-24, 10-7, 11-2, 18-15, 24-28, 23-19, 28-32, 19-16, 32-14, 15-11, 14-18, and Black Wins.

Problem No. 53

Black-21; King 31.

White 30; Kings 5, 18.

White to move and win.

Solution:-5-9, 31-24, 9-13, 24-1, 18-8, 1-19, 13-9, 19-10, 9-18, 10-7, 30-26, 7-3, 8-12, 3-17, 26-23, 17-3, 18-15, 3-14, 23-19, 14-3, 12-16, 3-12, 15-29, 12-3, 19-15, and White Wins.

Problem No. 54

Black-1, 2, 3, 5, 6, 10, 11, 14.

White-12, 13, 17, 20, 21, 27, 28, 32; King 19.

Black to move and win.

Solution:-11-16, 20-11, 10-15, 11-9, 5-14, 17-10, 6-31. Black Wins.

Problem No. 55

Black-1, 2, 3, 4, 6, 8, 9, 10.

White-13, 18, 21, 25, 29, 30; Kings 16, 27.

Black to move and win.

Solution:-2-7, 16-2, 9-14. White takes the logical play 18-9(A), and the moves follow: 10-14, 9-18, 1-5, 2-9, 5-32. Black Wins.

(A). If 2-9: 14-32 and the White King cannot escape.

Problem No. 56

Black—4, 8, 11, 12, 16, 19.

White—20, 27, 30, 31, 32; King 25.

Black to move and win.

Solution:—11-15, 20-18, 19-24, 27-20, 12-16, 20-11, 8-29. Black Wins.

Problem No. 57

Black—1, 3, 5, 6, 7, 9, 10, 12, 14.

White—13, 17, 21, 25, 28, 32, 19; Kings 26, 27.

Black to move and win.

Solution:—12-16, 19-12, 10-15, 17-19, 3-8, 12-10, 6-29, 13-6, 1-10.
Black Wins.

Problem No. 58

Black—King 19.

White—Kings 4, 8, 25.

Black to move and White to win.

Solution:—19-12, 8-15, 12-23, 25-30, 23-5, 30-19, 5-9, 15-1, 9-5, 4-25,
5-14, 1-5, 14-3, 5-23, 3-17, 25-11, 17-13, 23-14, 13-31, 11-20, 31-22,
19-26, 22-31, 14-27, 31-24, 20-27. White Wins.

Problem No. 59

Black—1, 9; Kings 8, 21, 29.

White—10, 15, 18, 19, 22, 30, 31.

White to move and win.

Solution:—31-27, 21-3, 15-10, 3-15, 18-4, 9-14, 30-25, 29-22, 4-25.
White Wins.

Problem No. 60

Black—21; King 7.

White—22; Kings 5, 32.

Black to move and White to win.

Solution:—7-2, 32-27, 2-7, 27-31, 7-20, 5-18, 20-16, 31-20, 16-19, 18-5,
19-6, 20-31, 6-1, 31-26, 1-10, 26-30, 10-7, 30-26, 7-10, 26-30, 10-7,
5-18, 7-20, 18-4, 20-2(A), 22-18, 2-9, 30-23, 9-13, 18-14. White Wins.
(A). If 20-27: 22-17, 21-14, and 30-23 wins for White.

Problem No. 61

Black—10, 15, 16, 28.

White—5, 23, 32.

White to move and draw.

Solution:—23-18, 15-22, 5-1, 10-14, 1-5, 14-17, 5-27, 17-21(A), 27-20,
16-19, 20-31, 22-25, 31-26, 19-24, 26-31. Drawn.
(A). If 16-19: 27-24, 19-23, 24-15, and White draws.

Problem No. 62

Black—4, 9, 10, 11, 12.

White—18, 19, 20; Kings 25, 26.

Black to move and draw.

Solution:—12-16, 19-12, 4-8, 12-3, 11-15, 3-5, 15-29. Drawn.

TRAPS

A knowledge of trap-construction is necessary to the student seeking to become an expert. Traps were originally designed to restrict the movement of certain pieces rather than plan for their capture.

Familiarity with the formation of the more common traps develops greater insight in Checkers by indicating to the student the strength or weakness of many positions he encounters.

The following traps occur often and should be popular to the novice as well as entertaining to the more experienced player. These traps should be worked out either in the mind or over the board to assure a mastery of their nature. Each one has been treated as a separate game to emphasize the necessity for learning the principles that govern their formation.

Trap No. 1

11-15	8-12	6-10	16-19	2-11
23-18	24-19	25-21	23-16	22-18
8-11	15-24	10-17	5-9	13-17
24-20	20-27	21-14	14-5	27-23
4-8	10-15	16-20	20-24	17-22
27-23	21-17	32-28	28-10	18-25
12-16	9-13	12-16	7-21	21-30
28-24	17-14	30-25	16-7	Black Wins

Trap No. 2

11-16	10-15	12-19	12-19	6-31
24-20	32-27	31-27	22-17	24-15
16-19	9-14	3-8	7-11	Black Wins
23-16	27-23	27-23	17-10	
12-19	8-12	8-12	11-16	
27-24	23-16	23-16	20-18	

Trap No. 3

11-16	22-18	8-11	18-9	20-24
24-19	4-8	25-22	5-14	28-19
9-14	18-9	10-14	23-18	16-5
22-17	6-22	18-9	16-23	Black Wins
8-11	25-18	5-14	18-9	
26-22	11-16	22-18	11-16	
16-20	29-25	1-5	27-18	

Trap No. 4

11-16	29-25	8-11	26-23	3-8
24-19	16-20	19-16	15-18	12-10
8-11	17-13	12-19	31-26	6-29

22-17	11-15	23-16	10-15	Black Wins
9-14	22-17	11-15	17-19	
25-22	15-24	16-12	2-7	
4-8	28-19	7-11	23-14	

Trap No. 5

11-15	22-17	3-10	29-25	20-18
23-19	16-20	21-17	7-11	17-14
7-11	17-14	5-9	19-16	10-17
26-23	9-18	25-21	12-19	21-7
11-16	23-7	2-7	27-23	White Wins

Trap No. 6

11-15	10-14	11-16	10-15	14-17
23-18	24-20	18-11	18-11	21-14
8-11	7-10	16-7	7-16	9-20
26-23	27-24	22-18	20-11	Black Wins

Trap No. 7

11-15	24-20	15-24	21-17	10-26
23-18	6-10	20-27	14-21	19-3
8-11	27-24	10-15	23-19	White
26-23	3-8	28-24	6-10	Wins
10-14	24-19	1-6	18-14	

Trap No. 8

11-15	6-9	4-8	12-19-A	15-22
23-19	25-22	13-6	22-18	24-13
9-14	8-11	2-9	14-23	White
22-17	17-13	19-16	27-18	Wins

(A). If 11-20, then 21-17, 14-21, 30-25, 21-23, 27-2 and White wins.

Trap No. 9

11-15	17-14	8-11	26-22	30-23
23-19	9-18	29-25	5-9	27-18
7-11	23-7	4-8	19-16	20-27
26-23	3-10	30-26	12-19	32-5
11-16	21-17	1-5	21-17	White
22-17	5-9	17-13	14-30	Wins
16-20	25-21	9-14	31-26	

Trap No. 10

11-15	23-16	6-15	25-18	11-16
22-17	12-19	30-25	7-11	19-12
15-19	25-22	2-6	29-25	3-7
24-15	9-14	22-18	19-24	12-10
10-19	17-10	15-22	28-19	6-29
				Black Wins

Trap No. 11

9-14	24-19	8-11	18-9	10-15
22-18	11-16	29-25	5-14	19-17
6-9	25-22	9-13	22-18	13-29
				Black Wins

Trap No. 12

11-15	8-12	10-14	14-17	8-15
22-18	26-22	15-11	21-14	31-26
15-22	9-13	16-20	9-25	20-11
25-18	30-26	19-16	29-22	22-17
12-16	6-9	12-19	3-8	13-24
24-19	18-15	23-16	26-23	28-3
				White Wins

Trap No. 13

9-14	6-13	2-6	7-11	28-19
22-18	24-19	27-24	19-16	23-5
11-15	15-24	5-9	12-28	White Wins
18-9	28-19	32-27	27-24	

Trap No. 14

11-15	9-14	5-14	15-18	2-20
24-19	22-18	26-22	22-15	Black Wins
15-24	7-11	11-15	14-17	
28-19	18-9	27-24	21-7	

Trap No. 15

11-15	8-11	7-16	8-11	9-27
22-18	24-20	27-24	19-15	31-8
15-22	11-16	4-8	10-19	White Wins
25-18	20-11	24-19	18-14	

Trap No. 16

9-14	23-19	14-18	24-20	12-19
24-20	11-15	20-16	15-24	22-24
5-9	27-24	9-14	20-27	White Wins

Trap No. 17

12-16	10-15	1-6	16-19	11-16
24-20	19-10	31-27	27-23	20-9
8-12	6-15	9-14	3-7	6-31
28-24	23-18	18-9	23-16	Black Wins
4-8	7-10	5-14	12-19	
24-19	27-24	32-28	22-17	

Trap No. 18

11-15	25-21	3-7	26-19	White Wins
21-17	7-11	23-18	5-9-A	
9-14	29-25	14-23	17-14	

(A) If 15-18, then 22-15, 11-18, 19-16 and White wins by capturing the odd piece. If 11-16 or 6-9, then White moves 17-4 forcing Black to capture the greater number of pieces and White wins.

Trap No. 19

11-15	10-14	11-16	3-7	21-14
22-18	29-25	24-19	21-17	15-10
15-22	7-11	16-20	14-21	6-22
25-18	25-22	19-15	22-17	26-3
				White Wins

Trap No. 20

11-15	11-16	9-18	6-9	15-24
23-19	22-17	23-7	27-23	13-22
7-11	16-20	3-10	20-18	White
26-23	17-14	21-17	17-13	Wins

Trap No. 21

11-15	25-18	7-11	19-17	Black Wins
22-18	10-14	24-19	9-14	
15-22	29-25	11-15		

ORIGINAL NUMBERED BOARD FOR MINOR POLISH DRAUGHTS

7		71		73		75		7
6	60		62		64		6	
5		51		53		5		57
4	40		42		4		46	
3		31		3		35		37
2	20		2		24		26	
1		1		13		15		17
0	0		02		04		06	
	0	1	2	3	4	5	6	7

Diagram No. 5

The figures 0-7 at the bottom of diagram indicate the vertical columns of squares while those along the left side denote the horizontal rows of squares. Thus, the square designated "04" is found in horizontal row (0), column (4). Square "62" is in column (2), horizontal row (6).

PIECES SET UP FOR PLAY

		1		2		3		4
		5		6		7		8
		9		10		11		12
		13		14		15		16
		17		18		19		20
		21		22		23		24
		25		26		27		28
		29		30		31		32

Showing arrangement of pieces for commencement of play.

Diagram No. 6

THE MOVE

Some may question why a method of determining the last move was not given a place in the text. The author felt this was unnecessary as the only point in the game where this knowledge could be feasibly employed would be the "ending." The player unable to decide whether he or his opponent has the last play would not benefit appreciably by a superficial method of calculation. It may further be added that when a number of pieces are on the board there is always the possibility of an exchange or "swap" which usually shifts the last move from one side to the other.

If the student strives to develop a strong position from the beginning to the end of game the question of mentally calculating the move will remain a problem no longer.

FINAL POINTS FOR DEVELOPING A STRONG GAME

1. Do not expose a checker that would throw your other pieces out of position should your opponent attempt to capture it.
2. Let each move be reinforced by a strong defense.
3. Play to the center of the board whenever possible.
4. Have a purpose in every play.
5. Develop an aggressive game that is formidable and a defensive one that is always in a position to draw.
6. Examine your pieces from the opposite side of the board mentally.
7. Examine your opponent's checkers from his side of the board mentally, and determine the proper play for that side before deciding on your reply.
8. Play for position in preference to traps and you will develop into an expert.
9. Do not take chances on a probable win that may weaken your game, but play for the draw, waiting for a mistake to occur then taking the necessary time to analyze subsequent moves to force the win that is the frequent corollary.
10. Play with increased care and caution, if this is possible, after having seized the advantage or taken the initiative.
11. Never jump backwards except to strengthen your position.
12. When it is not possible to practice with those stronger than yourself study a textbook on the game.
13. Keep your pieces so arranged that your opponent may never gain the extra man on an exchange excepting when this extra piece taken leads to a trap for the adversary and you will constantly improve your game.